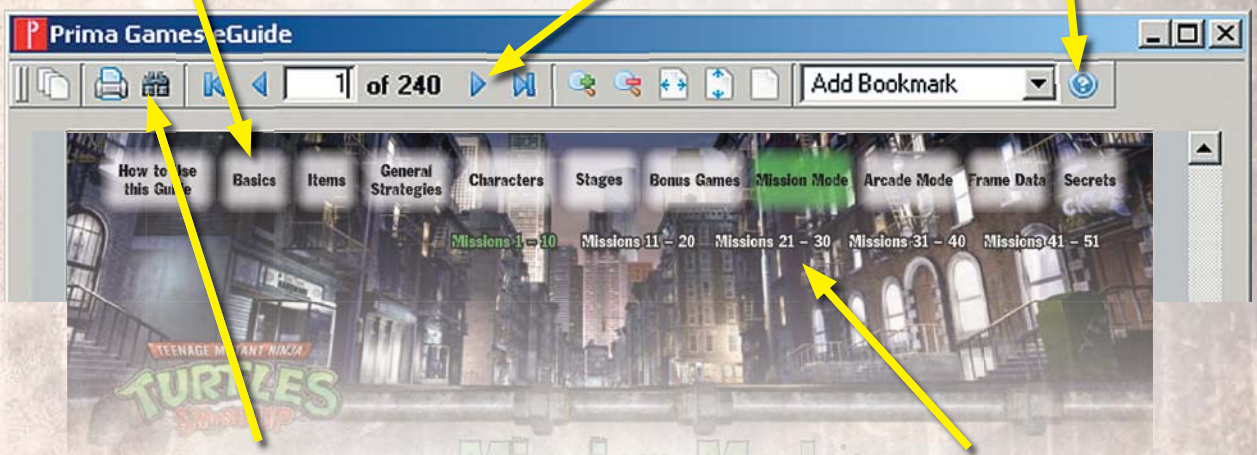
How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the *Teenage Mutant Ninja Turtles: Smash-Up* eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Teenage Mutant Ninja Turtles: Smash-Up* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your *Teenage Mutant Ninja Turtles: Smash-Up* eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each *Teenage Mutant Ninja Turtles: Smash-Up* eGuide section, all sub-sections are displayed for easy navigation.



TEENAGE MUTANT NINJA TURTLES SMASH-UP

How to Use this Guide

Teenage Mutant Ninja Turtles: Smash-Up is a fighting game made by the development team that brought you *Super Smash Bros. Brawl*. Veteran *Brawl* players will immediately notice similarities between the two games. However, *Smash-Up* is a unique fighting game that requires more to master than a passing knowledge of *Brawl*. That is where the strategy guide comes in, as it teaches you all the basics to beat up your turtle-loving friends, as well as advanced strategies that allow you take on all challengers. Here's a quick look at everything you'll find within the pages of this guide.



Chapter 2: Basics covers the most basic elements of *Smash-Up*. Everyone is a beginner at one point or another, and this chapter caters to those TMNT fans who may not have played a fighting game before. It covers all the basics from attacking and defending to general terminology. If you come across any specific terms throughout the guide that you may not understand, they can generally be found in this chapter.



Chapter 3: Items provides a detailed look at all the combat items that randomly appear as you play through the game. Everything you need to know about each item can be found in this chapter, including strategies on how best to use each item. Many of the items in *Smash-Up* are extremely powerful and can mean the difference between winning and losing, making this chapter extremely important on your path to victory.





Chapter 4: General Strategies takes an in-depth look at the strategies that apply to every character in the game. Some strategies are character specific, which are detailed in the Characters chapter, but here you'll find strategies that work no matter which character you decide to play as or who you're fighting against. This chapter also provides insight for players transitioning from *Brawl* to *Smash-Up*.



Chapter 5: Characters covers each of the 16 playable characters. In this chapter, you'll find the best and worst match-ups, character ratings for everything from speed to jumping ability, one-on-one and free-for-all strategies, and detailed strategies on how to use each character's attacks. All fighting games evolve over time as new strategies are discovered, but this chapter serves as a launching pad to help you determine which character fits your play style and how to formulate new and effective strategies as the game evolves.



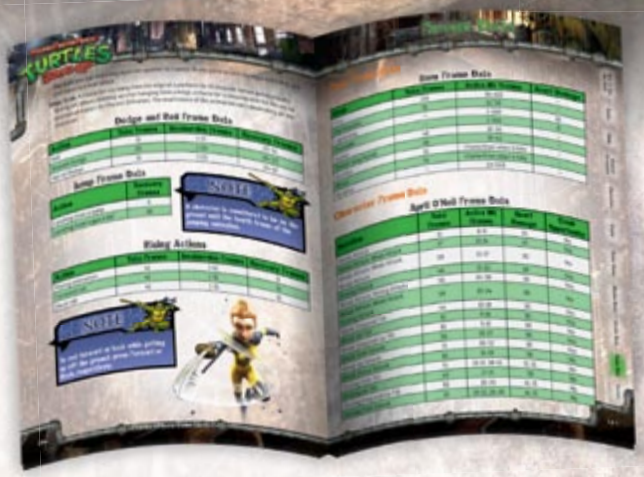
Chapter 6: Stages details the 14 stages in *Smash-Up*, including how to avoid the danger zones and how to take advantage of your surroundings. Some stages are more intricate than others, but every stage features some degree of interactivity that brings the stage to life. Proper stage strategies can turn the stage into your ally, helping you defeat an opponent with ease. However, a lack of knowledge can lead to the stage becoming your opponent, causing an untimely KO.



Chapter 7: Bonus Games provides insight into the six bonus games featured in *Smash-Up*. This includes maps (where applicable) and detailed strategies on how to complete each bonus game with the best possible time and/or score. Each character has different attributes, meaning that some characters work better for specific bonus stages than others. All this information and more can be found in the Bonus Games chapter.



Chapter 8: Mission Mode covers the 51 missions in Mission Mode on all three difficulty settings to provide the best possible strategies for novice and expert players alike. This includes the best character to use for each mission (where applicable) and how the winning strategies change depending on the character you choose.



Chapter 10: Frame Data is for the advanced player looking to take their skills to the next level and novice players looking to improve their level of skill by taking a look under the hood of *TMNT: Smash-Up*. This chapter explains what frame data is, how to use it, and provides a complete list of all character frame data. Detailed information of the damage scaling, and guard break system can also be found in this chapter.



Chapter 9: Arcade Mode delves into Arcade Mode from start to finish, providing detailed strategies to overcome every challenge. Each strategy is based on playing through the hardest difficulty settings, but includes alternative strategies for playing on easier difficulties. Many of the unlockable aspects of *Smash-Up* are revealed by completing Arcade Mode, giving this chapter special importance.



Chapter 11: Secrets details all the unlockable items in *Smash-Up*, including hidden characters and stages, and an in-depth look at Trophies. Everything you need to know about the hidden items within the game can be found in this chapter.

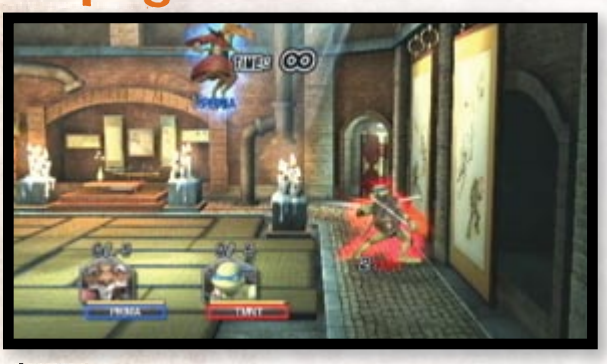
Basics

Basic Gameplay Elements

TIP

Check out the tutorial video located in the Bonus Content section of the game. The tutorial teaches you many of the basic elements of *Teenage Mutant Ninja Turtles: Smash-Up* and can be extremely helpful to novice players.

Jumping



Jump.



Double jump.

Jumping is a very important part of *TMNT: Smash-Up*. Many stages are multi-level, and jumping is one of the only ways to move up to a higher level or platform. Every character has the ability to execute a normal jump, double jump, and aerial jump (air jump). However, the speed, height, and trajectory of a jump are character dependent. Some characters have a much more effective jumping ability, giving them advantages in multi-leveled stages.

Guarding



The primary form of defense in *Smash-Up* is guarding (also known as blocking). Press the Guard button and your character takes a defensive stance that allows them to block attacks. Throws and many Ninja Power item attacks cannot be blocked, so keep this in mind when you're blocking a series of attacks. Guarding and defense in general are very important to any winning strategy. It can be difficult to remember to block during a hectic battle, but it is an essential technique.

TEENAGE MUTANT NINJA TURTLES SMASH-UP

Guard Breaks

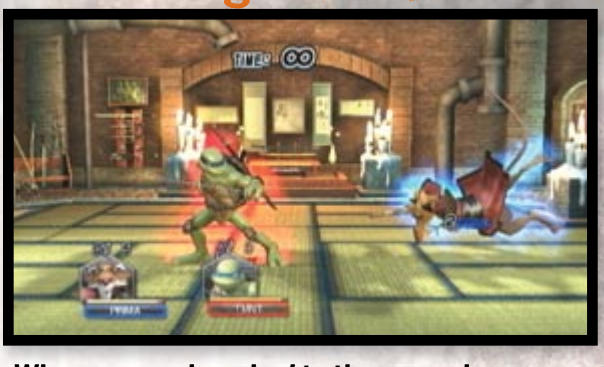




Each character has an invisible guard meter that determines how many hits they can block before their guard breaks. All characters are created equal in this regard, taking the same number of hits before their guard breaks. The amount of hits you can block before your guard breaks depends on the speed and strength of the attack. If you're being attacked rapidly by multiple opponents, your guard will break quickly, but if you're being attacked slowly by a single opponent, it will take much longer for your guard to break. When your guard breaks, your character is stunned and vulnerable to attack for a short time. The invisible guard meter replenishes at a moderate rate, meaning that if you stop blocking for a short period of time (roughly five to eight seconds) your meter will fully replenish.



Tech Rolling and Aerial Techs



When you are knocked to the ground...



...press Guard when you hit the ground...



...to quickly roll to safety.



If you're hit in the air...



...press Jump to air tech.

If you're knocked to the ground by an opponent or stage hazard, you may take damage or become stunned. Under most circumstances, you can avoid taking damage or being stunned when you hit the ground by pressing Guard as soon as you land. When performed correctly, your character will roll along the ground allowing you to quickly counterattack and avoid any unnecessary damage. You can also tech in the air by using a double jump. Simply press Jump after taking a hit in the air, and you will tech out of your stunned state, allowing you to move freely. You cannot air tech if you have double jumped or air dodged before landing on the ground.

Throws







Throws (also known as grabs) are the only non-item attacks that cannot be blocked. A throw is also the only attack you can use while guarding. When you successfully connect with a throw, your character grabs the opponent. At this point you can press any Attack button or direction to complete the throw. If you do not press anything, the opponent will automatically escape the throw after a few seconds.

Throw Breaks









A throw can be broken by pressing Guard as soon as your opponent attempts to complete the throw when they press any attack or direction. A "G" symbol appears to indicate when Guard must be pressed, but you have to act quickly because the window of opportunity is very small. You can also escape a throw by rapidly moving the analog stick, but if your opponent completes his throw quickly it is very difficult to escape with this method.

Strong and Weak Attacks



Weak Attack.



Strong Attack.

The two basic attack types in *Smash-Up* are Strong and Weak Attacks. Strong Attacks execute slowly but inflict more damage, while Weak Attacks execute quickly and inflict less damage. These attacks serve as your primary offensive options and will be used often. Each character has a unique variety of Strong and Weak Attacks with varying strengths and weaknesses.

Roll, Dodge, and Aerial Dodge

Put your guard up...



...then roll in either direction.



You can dodge on the ground...



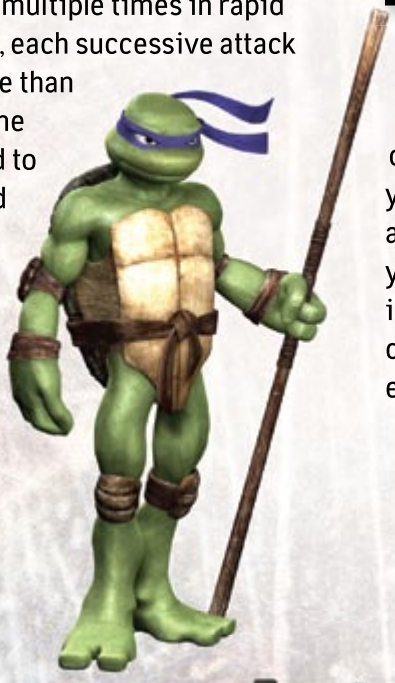


...or in the air.

While blocking, you can roll to the left or right by pressing Left or Right on the analog stick or directional pad. During a roll, your character is invincible to attacks, making it one of the best defensive options when you're under attack. Be careful because you can be hit for a short time after a roll. If you roll forward, your character turns around, so keep this in mind if you plan to attack immediately following a forward roll because you may not be facing your opponent. You can also dodge into the background by pressing Down on the analog stick or directional pad and Guard at the same item. This can also be done in the air by pressing Guard. Dodging does not move your character in either direction.

Damage Scaling

If you hit an opponent multiple times in rapid succession (a combo), each successive attack will inflict less damage than it would as a standalone attack. This is referred to as damage scaling and has been included in *Smash-Up* to prevent excessive damage during combo attacks.



Items







Crates and items will appear randomly throughout matches. There are Ninja Power items and health items. Most Ninja Power items cannot be blocked, while health items replenish your health bar. Pick up an item by hitting it with an attack. You can also change the item before you pick it up by using the targeting sight. Most items are very powerful and can mean the difference between winning and losing if used effectively.

Basic Terminology

Health Bar: The amount of health you have remaining before your character is KO'd.

KO: When your health bar is completely drained, your character is KO'd. This can happen slowly by being attacked by another character or quickly if you fall off a stage or are attacked by certain stage hazards.

Vulnerability: Anytime you cannot block or evade an opponent's attacks, you are vulnerable. For example, if you use the fire item and your opponent evades it, you cannot block or move until the fire animation has ended. During this time, you are vulnerable.

Counterattack: If you attack an opponent and the opponent immediately returns the attack, this is referred to as a counterattack.

Stage Hazard: Anything in a stage that can inflict damage or KO a character is considered a stage hazard. For example, the shark in the Cruise Ship stage is a stage hazard.

Danger Zones: Any area within a stage that triggers a stage hazard is considered a danger zone. For example, the bottom level of the Jungle stage is a danger zone. If a character stands on the bottom level, the stage hazard is triggered.

Advantage: When your opponent is vulnerable or misses an attack, you are at an advantage. This means that you can attack your opponent before he can attack you.

Disadvantage: If you are vulnerable or miss an attack, you are at a disadvantage. This means that your opponent can attack you before you can attack him.

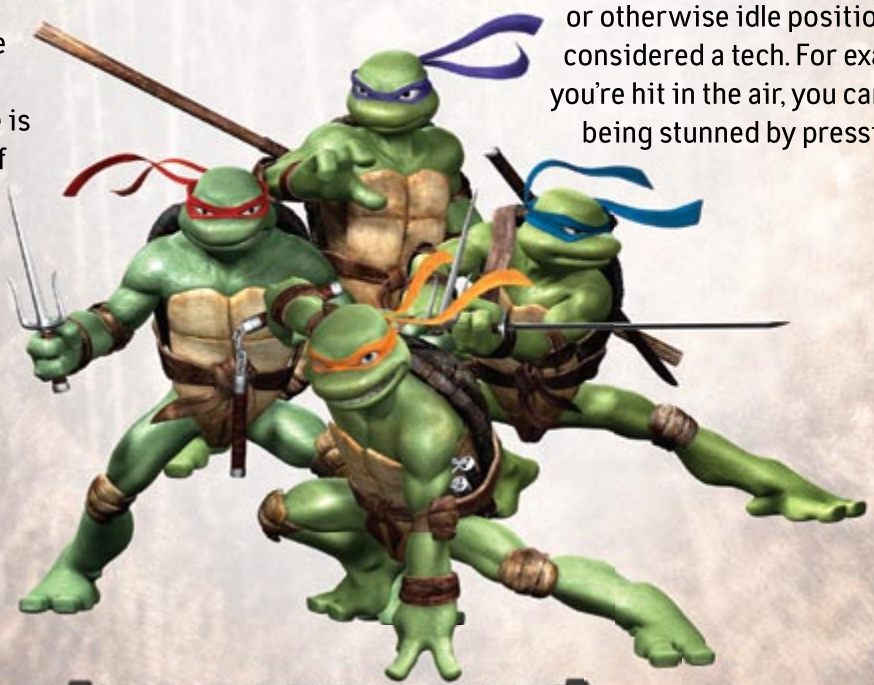
Window of Opportunity: When there is a limited time in which you can perform a technique or attack, this is referred to as a window of opportunity. For example, when you are thrown, there is a small window of opportunity to escape the throw.

Juggle: Hitting an opponent consecutively when he's in the air is referred to as a juggle.

Combo: Hitting an opponent consecutively when they are on the ground is referred to as a combo.

Stun: When you are hit with an attack and your character cannot move or block, you are in a stunned state.

Tech: When you hit escape from a stunned or otherwise idle position it is considered a tech. For example, when you're hit in the air, you can tech out of being stunned by pressing Jump.



by Curtiz

Items

There are ten Ninja Power items in *Smash-Up* that are used to inflict damage on an opponent, and two health items in the form of pizza that replenish a specific amount of health. Items appear randomly during combat and can be used by any character.

Item Tips and Tactics

Targeting Sight



Move the sight over an item...



...then shoot it to cycle through all the items.



Learn where the sight appears when the camera is zoomed in...



...and when the camera is zoomed out.

Once an item is visible, you can select the item you want by shooting it with the targeting sight. The targeting sight appears in the middle of the screen if the camera is zoomed in, but will appear a specific distance from your character if the camera is zoomed out. Learn where the targeting sight appears so you can quickly switch items in the heat of battle. Many items can be effective in many situations, but certain items are more effective in four-player matches compared to two-player matches, or on certain stages. In these situations, the ability to quickly select the item of choice can have a significant impact on the outcome of the match.

Obtaining Items



When you are near an item...



...use the Item Pickup to quickly grab it.





This also works very well in the air.

Press any Attack button to pick up an item. This may seem basic enough, but many attacks leave you vulnerable to a counterattack if they are not used wisely. A smart opponent may wait for you to use an attack to pick up an item, only to counterattack as soon as you're at a disadvantage. Use the Item Pickup (Down + Grab) to pick up items to minimize the amount of time an opponent has to initiate a counterattack. The Item Pickup has a very small window of recovery, meaning you are vulnerable to a counterattack for an extremely short period of time. This also comes in handy when picking up items while in the air. Use the Grab button in the air to pick up any item within reach; you won't initiate an attack but you'll still gain access to the item.

Item Selection



If you have an item and pick up another item...



...the new item overwrites the previous one.

You can only hold one item at a time. A new item you pick up overwrites any existing item you have obtained. You should always use items strategically, but it is more important to keep items out of the hands of your opponents. If you already have one item and another appears close enough for you to grab it before an opponent, quickly use the current item and grab the new one. If your current item can inflict damage on your character, and you cannot use the item without endangering yourself, simply overwrite the item with a new one. No matter what the circumstance, the priority should be to prevent your opponent from getting an item.

Item Details

Damage: The amount of damage an item inflicts

Type: Details concerning how the item is used or its range of attack

Ammo: The number of times an item can be used

Unblockable: Whether the item can be blocked

Duration: The preset amount of time an item is active once it has been used

TIP

Items cannot be used while in the air. If an opponent has a powerful item, stay away from them until they jump, then attack while they're in the air to avoid an attack from the item.

Item Database

Bomb

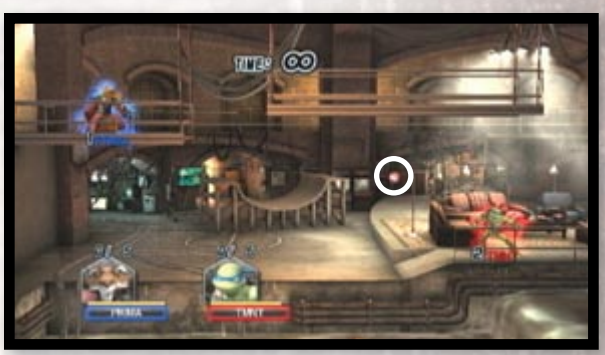


Damage: 150	**Type:** Projectile
Ammo: 3	**Unblockable:** Yes
Duration: N/A	

On standard sized stages (such as the Turtle Base), the bomb can be thrown the entire length of the stage. It bounces as it's thrown, making it one of the more difficult projectile items to evade. However, it can inflict damage on the character who throws it if the bomb hits them or if they're too close to the bomb when it explodes. Also keep in mind that the trajectory of the bomb as it bounces is directly affected by the surface of the stage. If the bomb hits an incline, it will change direction depending on the angle of the surface. In some cases, the bomb may move in the opposite direction, depending on how steep the incline and the angle of impact.



The bomb changes trajectory...



...depending on the type of surface it bounces against.

When you pick up the bomb, you are given three to use. If you can connect with all three bombs, your opponent will lose nearly half his health. Because bombs cannot be blocked and travel relatively quickly, they are the ideal projectile weapon. If you're using a character with a quick jump, such as Splinter Rabbid, lure an opponent close to a wall and throw a bomb at the wall from nearby. If your reflexes are fast enough, you can quickly jump or dodge to avoid the bomb, giving your opponent very little time to react.



Byakko



Damage: 200	**Type:** Long Range
Ammo: 1	**Unblockable:** Yes
Duration: 10 seconds	

The Byakko is a mythical white tiger that represents the guardian of the west in the Japanese culture. In *Smash-Up*, it is a deadly but somewhat random weapon. When the Byakko is used, three large claw marks appear randomly around the stage. The claws cannot damage the character who initiated the attack, but any other character who comes in contact with them will take 200 points of damage. This makes the Byakko one of the most damaging single-hit items in the game.



When you pick up the Byakko, you can only use it one time. Because the claws appear at random locations, it's best to use the item as soon you get it to make room for other items. However, if you hold on to the item, you can hit an opponent, then activate the Byakko in hopes that the opponent will hit one of the claws as they're reeling from your attack. The claws are only active for 10 seconds, so you'll need to act quickly if you're trying to knock an opponent into the claws.

Because of the nature of the Byakko, it works best in four-player matches.



The Byakko can be used to provide cover.

In many cases, the Byakko can be used to provide safe cover for your character. Simply stay inside one of the claws and your opponent will not be able to close in for an attack. They'll either have to use an item for a long-range attack or wait until the Byakko claws disappear before they can initiate an attack.

Crates



Damage: 50	**Type:** Long Range
Ammo: N/A	**Unblockable:** Yes
Duration: N/A	



You can knock a crate toward an opponent like a projectile attack...



...or break it open to reveal a possible item inside.

Crates appear randomly and sometimes hold items. When you see a crate, you can either break it with a Weak Attack to reveal a potential item within or you can send the crate flying to the left or right by using a Strong Attack. If a crate hits an opponent and there's an item inside, the item becomes available when the crate is broken. Crates are unblockable and inflict a small amount of damage if they hit an opponent. If you knock a crate toward an opponent and it hits them, it will continue moving and will hit multiple opponents if they're in its path.

Earthquake



Damage: 120+	**Type:** Short Range
Ammo: 2	**Unblockable:** Yes
Duration: N/A	

The earthquake item enables your character to use a powerful multi-hit, short-range, melee attack combo. The attack varies depending on your character of choice, but they all involve slamming the ground with a powerful attack. Some characters jump into the air, then come down with an attack, while others simply attack the ground without jumping.

Each earthquake attack is multiple hits, but you must be extremely close to an opponent to connect with more than a single hit. A single attack from an earthquake item inflicts 120 points of damage. Any additional hits will count as a combo and receive damage scaling, with most reaching a maximum of 162 points of damage.



Attack from an opponent's back...



...to launch him into the air...



...and follow with a combo!

When used facing an opponent's back, the earthquake attack knocks the opponent into

the air, allowing you to follow up with a combo. It's very useful if you roll behind an opponent after evading a Strong Attack or item attack, when they're at a disadvantage. The earthquake attack has a slower start up time than some other items, making it limited to being useful only when your opponent is vulnerable for a relatively long period of time.

Fire



Damage: 120	**Type:** Projectile
Ammo: 2	**Unblockable:** Yes
Duration: 5 seconds	

The fire item is a short-range projectile that cannot be blocked by an opponent. Unlike many of the other items that can be used without fear of being left open to a counterattack, against a skilled opponent the fire item can become more of a hindrance than a weapon. It lasts for a short time, but during that time your character cannot move or block. If you use the fire and miss the opponent, they have enough time to attack you while you're stuck.



Hit an opponent with the fire item...



...then quickly use a combo while they're stunned.

On a positive note, the fire item briefly stuns an opponent, providing a limited window of opportunity to use another attack immediately following successful use of the fire. This can lead to high damage combos, depending on what attack you use in this situation. For most characters, their standard Weak Attack combo (press Weak Attack three times) or any combo that launches an opponent into the air will inflict a decent amount of damage when combined with the fire item.

Kunai



Damage: 50	**Type:** Projectile
Ammo: 5	**Unblockable:** Yes
Duration: N/A	

The kunai is a very fast projectile weapon. It covers approximately half the screen on standard-sized stages, such as the Turtle Base. It also flies on a straight horizontal trajectory, meaning you will need to be perfectly aligned with your opponent to hit him. Learn the range of the kunai, and use several at a time as you close in on an opponent to make them more difficult to evade.



Connect with a kunai...



...to stun an opponent.

They cannot be blocked, and they stun an opponent when they connect, making them very useful to initiate high damage combos. Kunai do not inflict much damage, but the relatively lengthy stun that follows a successful kunai attack is more than enough time to use a combo or attack of your choosing to tack on additional damage.

Lightning



Damage: 20 / 400	**Type:** Short Range
Ammo: 1	**Unblockable:** No
Duration: 5 seconds	

The lightning item is a unique weapon that has multiple uses. It is one of the few items that can be blocked, but it can hit up to 20 times, which is more than enough to break an opponent's guard. This makes lightning one of the best items in the game when used at close range. Each of the 20 hits inflicts 20 points of damage, for a grand total of 400 points of damage if the entire attack connects.



Force opponents to block the lightning attack...



...to break their guard and stun them.

If an opponent blocks the attack, his guard will be broken and he'll be stunned, leaving him open to an attack of your choice. If the lightning attack connects, the opponent will take up to 400 points of damage. This means that your opponent's only option is to avoid the attack at all costs, which makes it especially useful when you have an opponent cornered near a wall and unable to freely move in any direction.

When you get the lightning item, hold on to it and close in on your opponent. As soon as you're within range, use the item. Your opponent will be on the run, giving you even more opportunities to hit him while he attempts to

get away from you. This tactic works especially well on smaller stages, where an opponent has less room to get away from you, and during four-player matches.

Mine



Damage: 150	**Type:** Projectile
Ammo: 3	**Unblockable:** Yes
Duration: 10 seconds	

The mine is a unique weapon that can be used to limit your opponents' movements or hit them with a surprise attack. A mine is thrown a short distance in the direction your character is facing. It explodes 10 seconds after being thrown or when an opponent comes in contact with it. You cannot set off your own mine, but you can be damaged by the explosion if you're too close when an opponent sets it off or when the timer expires.



You get three mines with each item, and they can be hard to see once placed on the ground. Use all three shortly after acquiring the item, but make sure to spread them out in strategic places. If you place them too close together, your opponent will be able to avoid them with ease. Once they're thrown, you have ten seconds to force your opponent near one of the mines. If your opponent is not paying attention, they may run into one of the three mines on their own accord. If they are paying attention, their movement will be limited because they must avoid the mines. In either situation, you have the tactical advantage.

Pizza





Damage: N/A	**Type:** Health
Ammo: 1	**Unblockable:** N/A
Duration: N/A	

There are two different types of pizza that randomly appear. One is a slice of pizza that replenishes a small amount of health. The other is a full pizza that replenishes approximately half your health bar. Both pizza items must be picked up like any other item, but they are automatically used as soon as you pick them up.

When a pizza item appears, most players will make a mad dash to pick it up. Although it is the best item in the game because it replenishes health, it can sometimes be better to let your opponent make a dash for the pizza instead of trying to get it yourself. Use the pizza as bait to hit an opponent as he attempts to go

for the pizza. In most cases, your opponents' main concern will be to obtain the pizza for themselves or keep you from getting the pizza. They'll be less focused on avoiding an attack, providing a possible window of opportunity for a surprise attack.

TIP

Try to pick up the pizza even if you have a full health bar. It won't benefit you in this situation, but you will be preventing an opponent from replenishing his health.

Three-Way Kunai



Damage: 50	**Type:** Projectile
Ammo: 3	**Unblockable:** Yes
Duration: N/A	

The three-way kunai is very similar to the normal kunai. It is a mid-range projectile that covers roughly half the screen on a standard-sized stage (such as the Turtle Base). When the item is used, three kunai shoot out at different angles. One shoots horizontally forward, just like a normal kunai, with another shooting diagonally up and forward at a 45 degree angle and a third shooting straight up.



Each kunai inflicts 50 points of damage, but if you're close enough, two of the kunai will combo, reducing the damage because of damage scaling. Like the normal kunai, if an opponent is hit, he is stunned for a short period of time. Use an attack of your choice to capitalize on the stunned opponent.

Tornado



Damage: 20	**Type:** Short Range
Ammo: 1	**Unblockable:** No
Duration: 5 seconds	

The tornado is a unique item that is used to position an opponent rather than inflict damage. If an opponent is hit with the tornado item, they take damage upon hitting the floor or a wall, but the damage is minimal at only 20 hit points. Also, the item can be blocked and has a relatively short range of attack, limiting its offensive uses.



Use the tornado near a wall...



...to knock an opponent against it and start a combo.



You can use the tornado item to slam an opponent against the wall, or knock them off a stage or into a danger zone or stage hazard. If an opponent is hit with the tornado, he'll be forcefully thrown back. When used near a wall or danger zone, your opponent is forced to block the attack or be thrown against the wall, or possibly KO'd by the stage hazard or knocked off the stage. This leaves him vulnerable to a throw, which is the primary use of the tornado item. Activate the item when you're close to an opponent, then use a throw if he blocks or combo him off the wall or into a danger zone.

General Strategies

From *Brawl* to *Smash-Up*

Teenage Mutant Ninja Turtles: Smash-Up is made by the same team that developed *Super Smash Bros. Brawl*. Because of this, many *Brawl* players will be playing *Smash-Up*. While the two games share many features, they are also very different. *Brawl* focuses on ring outs, edgeguarding, and attacking an opponent until their damage percentage is very high. *Smash-Up* has ring outs in some stages, but it's not a focus of the game or even the primary method to KO an opponent. It is important for *Brawl* players to note that ring outs are a secondary option in *Smash-Up*.

Like more traditional fighting games, the focus in *Smash-Up* is to KO your opponent by completely depleting their health bar. In *Brawl*, it's not uncommon to see one player with an extremely high damage percentage. They have to play more carefully, but they can still KO their opponent despite their damage percentage. In *Smash-Up* this is not possible because once your health bar is depleted, your character is KO'd.



When your health bar has been depleted, it's an instant KO.

Another aspect of *Brawl* that is virtually nonexistent in *Smash-Up* is the focus on aerial combat. In *Brawl*, many of the characters have the ability to float or can use a technique that allows them to move high up in the air to recover after being knocked off a stage. *Smash-Up* does not have recovery techniques like *Brawl*, and while the characters feel lighter when they jump (taking longer to fall back to the ground), there's very little emphasis on aerial combat. You also can't use items while airborne in *Smash-Up*, which greatly limits the amount of time most players will be spending in the air.

The throws in *Smash-Up* are very similar to the throws in *Brawl*, except that there are fewer throw options in *Smash-Up* and you can escape throws with proper timing. Blocking is also very similar, except there's no visual representation of your guard meter in *Smash-Up*. In *Brawl*, each character has a bubble shield that appears when they're blocking. The longer you block and the more hits you guard against, the smaller the shield gets. Once the shield is completely gone, the characters loses their ability to block and are stunned for a short time. The concept is the same in *Smash-Up* except that you can block indefinitely without depleting your guard meter so long as you're not being attacked, and there's no visual representation of your guard meter like the bubble shield in *Brawl*.

All the basic gameplay elements are the same between the two games. Attacking, jumping, rolling, dodging, and dashing are all very similar. This allows novice and intermediate *Brawl* players to make a quick and easy transition to *Smash-Up* as long as they keep in mind the differences between the two titles.

Know Your Surroundings

TMNT: Smash-Up has more focus on the environments and stage hazards than many other fighting games. While some stages, such as the dojo, are more simplistic, it's important to always pay attention to your surroundings. There are hazards on many stages that can lead to an instant KO and should be avoided at all costs. However, these stage hazards can give you a huge advantage over your opponents if you pay attention to where they are and focus on knocking your opponents toward them.



Jump toward a wall...



...and instantly use a wall attack to catch an opponent off guard.

On stages, like the dojo, that do not have stage hazards, walls can play a big role in your offensive and defensive game plan. If you're near a wall, you can use the wall cling to gain better positioning and avoid the attacks of your opponent, or you can use a wall attack to keep your opponent on his toes. An instant wall attack executed as soon as you touch the wall can be very beneficial, but it only works if you pay attention to how close your character is to the wall.

Know Your Opponents

Every opponent has at least a few set patterns that they almost always follow. Even the best players tend to fall into patterns, especially when they're up against an equally skilled opponent. The trick is having the knowledge to be able to spot these patterns and take advantage of them. The better your opponent, the harder it is to spot the patterns, but they're almost always present. While you're fighting an opponent, pay close attention to the attacks they're using and how they move their character to avoid your attacks or to position their character for their own attacks. If you see the same strategy used more than once, try to figure out how your opponent sets up their strategy and be ready for it when you see the setup again. For example, some players may use a wall attack as soon as you get close to them and they're near a wall. If you can figure out this pattern, you can be ready to evade the wall attack the next time your opponent uses it.

Recovery



If there's a wall nearby...



...use a wall attack to save yourself from a ring out!

Recovery in *Smash-Up* is somewhat different than recovery in *Super Smash Bros. Brawl*. In *Brawl*, every character has an attack that can be used to recover from being knocked off the stage. Some of these attacks are almost exclusively used to avoid a ring out. In *Smash-Up*, ring outs are less prominent and very few characters have an attack that can be used to recover after getting knocked off a stage. However, in some cases, a wall attack can be used in place of a recovery attack. Once a wall attack has been executed, you can control the trajectory of the attack using the analog stick or directional pad. On stages like Manhattan, where there are walls all around, if you get knocked off the stage, wall cling, run up the wall as far as you can, then use a wall attack aimed up (press Up immediately after executing the wall attack). In many cases, this technique can save you from a ring out.

Rock, Paper, Scissors

Several developers formerly of Team Ninja are working with GameArts on *Smash-Up*. Their work on the *Dead or Alive* fighting game series can be seen in *Smash-Up* via the rock, paper, scissors battle system the game employs. Throws counter blocking, blocking stops attacks, and attacks interrupt throws. There are very few exceptions to this rule, so if you believe an opponent is about to throw you, attack to interrupt the throw. If an opponent is continuously blocking, use a throw to go through their guard. You can escape throws, but the window of opportunity is very small. Likewise, you can break an opponent's guard, but that's more difficult than simply using a throw. The primary exceptions are rolls and dodges, but both techniques leave the player vulnerable for a short period of time following their execution.

Aerial Tech

An aerial tech is essentially an air jump used after getting hit or stunned. It is primarily used to escape combos or avoid taking additional hits. For example, every character has the ability to use a combo that knocks an opponent into the air. Under most circumstances, only one additional hit can be used after the opponent is knocked into the air. After the additional hit, the opponent can tech out of the stun using an air jump. However, if the opponent does not tech, you can follow up with several more attacks while he remains stunned.

Air techs can also be used to reset your character while in the air. After a successful wall attack or swing-by attack, you cannot wall cling or grab the red pole until you hit the ground, are attacked, or reset your character with an aerial tech. For example, perform a successful wall attack, then air jump. After the air jump, you can wall cling again to use another wall attack without having to touch the ground first.

Stuns

There are three types of stuns in *Smash-Up*: a normal stun, a stagger stun, and a turnaround stun. A normal stun causes the opponent to become dizzy for a short period of time. You can shorten the dizzy period by following the

on-screen instructions based on your preferred controller. Generally, you must move the control stick or directional pad left and right rapidly to shorten a normal stun. Escaping a stun in this manner is referred to as "shaking out of a stun." Under most circumstances, nothing is guaranteed after a normal stun, but some players shake out of a stun faster than others, allowing fast attacks to connect.



Stun your opponent...



...then follow up with an attack before they can shake the stun.

There's an alternate version of a normal stun that lasts for a very short time. This shorter stun does not guarantee any follow-up attacks, but it can sometimes force the opponent into a guessing game. Immediately following a short stun, vary your attacks between a throw and your basic Weak Attack. Your opponent will have to dodge or roll to evade the throw, or block to avoid taking damage from the attack. There isn't enough time to see which option is coming before taking action, so it becomes a guess. This works especially well near a wall, when there's no room to move away.



Use a stagger stun when the alligator warning appears...



...to force an opponent into the stage hazard.

Stagger stuns do not guarantee any follow-up attacks, but they do put the opponent on the ground and prevent them from moving for a short time. This is best used to force an opponent into a stage hazard. For example, in the second tier of the Jungle stage, hit an opponent with a stagger stun just after the alligator warning appears. If you time it correctly, the opponent will not be able to get off the ground until just before the alligator attacks, leaving him with almost no time to avoid the stage hazard.

Almost every character has at least one attack that turns their opponent around to face the opposite direction. Because characters in *Smash-Up* do not automatically turn around to face their opponent, this can be an extremely beneficial attack when used properly. Turnaround stuns are best used at close range, where you can quickly dash and throw an opponent immediately following the attack.

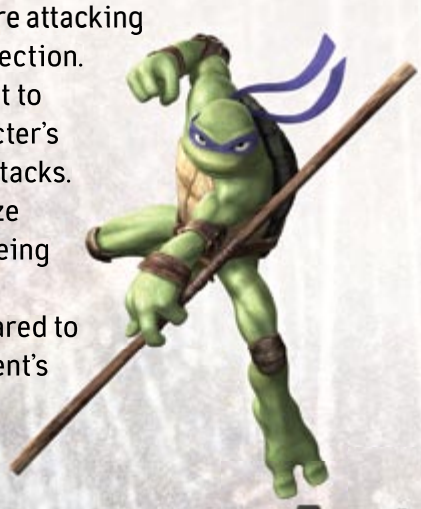


If a turnaround stun connects...



...the opponent will immediately face the opposite direction.

Attacks can be blocked no matter which direction you're facing, but many opponents will attempt to counterattack after being turned around. In this situation, they will attack in the opposite direction, leaving them vulnerable. Watch your opponent to see how they react after a turnaround stun to determine your next course of action. If the opponent blocks, dash toward them and use a throw. If they attempt to counterattack, dash toward them and start a combo while they're attacking in the opposite direction. It is very important to know every character's turnaround stun attacks. If you can recognize when the stun is being used, you can turn around or be prepared to evade your opponent's follow-up attack.



Wall Cling and Wall Attacks



Wall cling...



...run up the wall...



...and grab the edge.

Walls play an important role in *TMNT: Smash-Up*. Cling to a wall by holding the directional pad or analog stick toward the direction of the wall when you're close to it. Once you're in the wall cling animation, you can use a wall attack by pressing Strong or Weak Attack, or you can run up or down the wall a short distance by pressing Up or Down. You can also run up or down the wall, then use a wall attack. Wall clings are

generally used to reposition yourself on a wall or run up to reach an edge and grab on to it to prevent a ring out.



If a wall attack is blocked...



...and your opponent isn't ready to counterattack...



...you can attack to catch them off guard.

Wall attacks are not safe when blocked by an opponent, but your opponent has a very small window of opportunity to counterattack. You are free to attack while your character is still in the air following a blocked wall attack, which means that your opponent must be ready to counterattack immediately after blocking a wall attack. If they hesitate at all, you can attack them first while your character is still in the air. This makes wall attacks very useful because, even if they're blocked and your opponent uses a counterattack, the attack will hit your character while he's in the air. Any combo that starts on an aerial opponent automatically limits the amount of damage that can be inflicted because you can air tech early in the combo to avoid additional damage. If your opponent does not counterattack fast enough, you can attack while still in the air to catch your opponent off guard.

Edge Techniques

When hanging from an edge, there are several different techniques you can use. If an opponent is waiting just above, press Strong or Weak Attack to perform an attack as you move from the edge to solid ground. You can move back to solid ground without performing an attack by pressing Up. If you're hanging from an edge in the middle of the stage that won't result in a ring out if you fall, press Down to drop from the edge to the level or platform below.



Grab the edge...



...then use an attack while moving to solid ground.

If an opponent is waiting just above, it is almost always best to attack as you come up. You are invulnerable for a brief time while moving to solid ground, but you can still be attacked as soon as the grace period has passed. However, if there is no opponent waiting to attack or you believe your opponent will anticipate an attack, move to solid ground without using an attack to avoid an opponent baiting you into using an attack, only to evade it and counterattack.

Edgeguarding

When an opponent has been knocked off a stage, stand near the edge and wait for them to make an attempt to return to solid ground and avoid a ring out. This is referred to as edgeguarding and is a staple technique in the *Super Smash Bros.* series of games. If you knock an opponent far enough away, you can hang from the edge of the stage to make it extremely difficult for them to reach solid ground. Only one character can hang from the edge at a time, and you are invulnerable to attack during the first few seconds you're hanging. If you knock an opponent far enough away that their only option is to grab the edge, this strategy effectively guarantees a ring out.



Knock an opponent off the stage...



...then use an item to score a ring out...



...or hang from the edge to prevent them from using the edge to save themselves.

On stages that do not have edges or during circumstances when you do not knock an opponent very far from the stage, use an attack to keep them from recovering back to solid ground. Item attacks such as the kunai or bomb work best in this situation because they have a longer range than most other attacks. As soon as you hit an opponent in the air, he will be able to air jump and potentially save himself. Because of this, the increased range of item attacks allows you to hit an opponent while he's still too far away to air jump back to solid ground.

If you do not have an item to use, jump out toward the opponent and use an attack, then double jump to reach solid ground again. This technique is more difficult to use effectively because it puts you in danger of falling to a ring out KO. However, when executed to perfection, this knocks an opponent much farther away from the stage and almost guarantees a ring out.

Quick Fall and Drop Through

Any time you are in the air, you can press Down to quickly fall to the ground. This is referred to as a quick fall. Quick falling is useful to avoid attacks by throwing off your opponent's timing and to avoid stage hazards on some stages. If you're on the second tier of the Jungle stage and the alligator warning sign has just appeared after you were knocked into the air, you can quick fall to the bottom level to land before the five-second grace period expires and avoid the alligator attack.



Hold Down to drop through multiple platforms.

Some aerial platforms or stages that are multi-level allow characters to pass through these platforms by holding Down. This is referred to as a drop through and can be combined with quick fall to separate yourself from an opponent or group of opponents. For example, on the right side of the Manhattan stage, there are three aerial platforms. If you're on the top platform or in the air above the platforms, you can hold Down to drop through every platform until you reach the bottom level. If a group of opponents is battling on one of the platforms, this technique allows you to quickly drop below your opponents and potentially use a surprise attack from below.

Combo System and Over Stun

There are three types of combos in *Smash-Up*: true combos, techable combos, and broken combos. A true combo is any combo that an opponent cannot block once they have been hit. For many characters, this is their Weak Attack combo (Weak Attack performed three consecutive times). If the first hit connects, the next two cannot be blocked or evaded. If the second hit connects, the third hit cannot be blocked or evaded. True combos are very good to use as counterattacks because every hit in the combo is guaranteed to connect with no chance of your opponent escaping. Almost all Weak Attack combos end in an attack that launches an opponent into the air.

Techable combos generally involve attacks performed while an opponent is airborne (usually after a true combo knocks an opponent into the air). They can be avoided if the opponent uses an aerial tech. These combos do not generally work against skilled opponents, but are useful when fighting against computer-controlled characters.

Broken combos are combos only in the sense that they follow a specific button command to

execute. For example, many characters have a broken combo performed by pressing Weak Attack twice, then Strong Attack. These three attacks flow together to create a combo, but in many cases, the Strong Attack can be blocked. Any combo in which one of the attacks can be blocked is considered a broken combo. These combos should only be used against computer-controlled opponents, if at all.



A character turns green in over stun status.



Press Up during the over stun...



...to tech out of the combo and appear at the top of the screen.

An over stun occurs during a combo that consists of multiple attacks that stun an opponent. For most characters, an Aerial Smash Attack (Down and Strong Attack or Weak Attack while in the air) will stun an opponent. This can be followed by two more attacks that stun to create an over stun. Generally, it takes three attacks that stun to put the opponent into an over stun status. When an opponent enters an over stun status, they turn green. When this happens, press Up to tech out of the combo and appear at the top of the screen.

Instant Ground Tech



If you're knocked to the ground...



...press Guard to roll to safety.

Many attacks in *Smash-Up* slam an opponent to the ground. This can be anything from a throw to a wall attack. When your character touches the ground, you can avoid a ground stun by pressing Guard as soon as you impact the ground. This can be performed on any surface, including aerial platforms. When an instant ground tech (IGT) is properly executed, a chime can be heard and the character rolls away to safety. If you do not perform an IGT, your character will be

stunned upon hitting the ground and vulnerable to additional attacks by your opponent.

Red Poles and Swing-By Attacks

Several stages have red poles hovering near the center of the stage. Press Throw near a red pole to grab it and begin swinging from it. Once you're swinging, press Strong or Weak Attack to fly off the red pole with an attack. The direction your character's feet are facing when the Attack button is pressed is the direction you will attack. These attacks are referred to as swing-by attacks and are extremely powerful in multiple ways.

First and foremost, using the red pole keeps you away from your opponents. Although it is possible to be hit while swinging on the red pole, it's risky for any opponent to attempt this unless they have an item that can be used to attack from a distance. Secondly, a swing-by attack cannot be blocked and executes relatively quickly. This makes it difficult to evade with a dodge or roll.



After a successful swing-by attack...

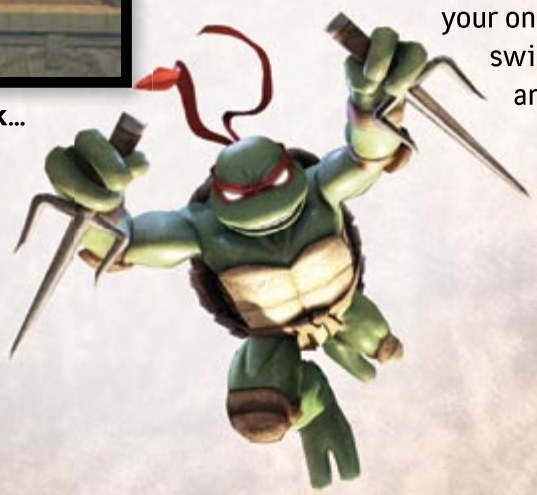


...air tech to reset your character...



...then grab the red pole again.

After a successful swing-by attack, use an aerial tech (air jump) to reset your character and move back to the red pole. At this point, press Throw again to grab the red pole and start the attack process over. This technique of resetting your character and grabbing the red pole again is especially useful against computer-controlled characters, but works moderately well against human opponents, too. The only downfall of this technique against a human opponent is that it's somewhat predictable because your only options while swinging on the red pole are to attack or jump.



Characters

Basics

Attacks

Attacks are broken up into four categories: Weak Attacks, Strong Attacks, Universal Attacks, and throws. All Weak Attacks are performed with the Weak Attack button, all Strong Attacks are performed with the Strong Attack button, and all Universal Attacks can be performed with either Weak Attack or Strong Attack unless otherwise stated.

Damage: The amount of damage an attack inflicts. Damage values on multi-hit attacks include damage scaling. If only one hit connects in a multi-hit attack, the damage may vary from the listed value.

Hits: The number of times one opponent can be hit during a single use of the attack. Some attacks that are one hit may be able to hit multiple opponents on either side of a character with that attack, but this is still considered only a single hit. Only attacks that can hit one opponent multiple times will have two or more hits.

Radius: The hit radius of an attack in relation to the character. An attack may hit in front of, behind, above or below a character.

Juggle: If an attack knocks an opponent down to the ground or into the air, allowing a follow-up attack, it is considered to have juggle properties.

Stun: If an attack stuns an opponent, it is considered to have stun properties. The type of stun is listed in parentheses. If no stun is listed, the attack results in a normal stun.

Tilt attacks: Hold the control stick or directional pad in the direction listed, then press the corresponding attack (Weak Attack or Strong Attack). Hold ↘ or ↙ (diagonal down-forward) and press Weak Attack to execute Diagonal Tilt attacks. Hold ↖ or ↗ (diagonal up-back) and press Weak Attack or Strong Attack to execute Diagonal Up Tilt attacks.

Smash attacks: Press the control stick or directional pad in the direction listed and Weak Attack or Strong Attack simultaneously with the directional input to execute a Smash attack.

Aerial attacks: Aerial attacks are performed in the air by pressing the direction indicated and either Weak Attack or Strong Attack.

Aerial Smash attacks: Aerial Smash attacks are performed in the air by pressing Down on the control stick or directional pad and Weak Attack or Strong Attack.

Rising Attack: Rising Attacks are performed by pressing Strong or Weak Attack while getting up off the ground.

Dash Attack: Dash Attacks are performed by dashing forward and pressing Strong Attack.

Throws: Standard throws are performed by pressing Grab, then Strong Attack, Weak Attack, or Forward or Back on the control stick or directional pad. Up throws are performed by pressing Grab, then Up. Wall throws can only be executed near a wall and are performed by pressing Grab, then the direction of the wall (Forward or Back).

Character Ratings

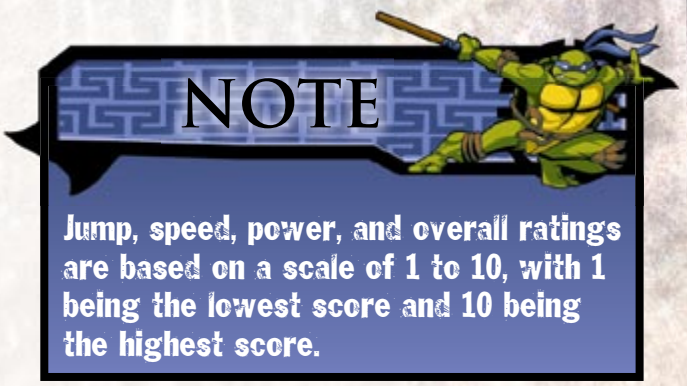
Type: Characters are classified as either agile, long range, or power, depending on what feature they excel in the most. Agile characters are fast but generally inflict low damage, long-range characters have average speed but can attack from a great distance, and power characters are generally slow but inflict the most damage with each attack.

Jump: Every character moves the same vertical distance with a single jump. However, the horizontal distance of a jump and the vertical distance of a double jump or air jump vary greatly between characters. The higher this rating, the higher and farther a character moves during a jump of any kind.

Speed: This rating indicates a character's movement speed. The higher the number, the faster the character moves. This rating does not indicate how fast a character attacks; however, characters with a high movement speed generally have a fast attack speed, too.

Power: This rating indicates the power of a character's individual attacks. The higher the rating, the more powerful their attacks.

Overall: This is an overall character rating. It is not an average of the other ratings. It takes all the character's advantages and disadvantages and references them against every other character to come up with an overall rating.

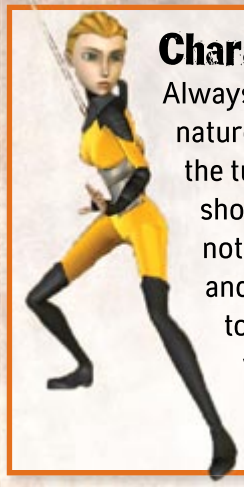


Character Rating Chart

Character	Type	Jump	Speed	Power	Overall
April O'Neil	Agile	5	7	2	9
Casey Jones	Power	6	5	7	2
Donatello	Long Range	5	5	6	9
Foot Ninja	Agile	7	6	1	5
Fugitoid	Long Range	3	5	9	7
Karai	Agile	8	10	2	10
Leonardo	Agile	5	8	4	7
Michelangelo	Agile	7	9	3	8
Nightwatcher	Power	5	5	7	4
Ninja Rabbid	Agile	8	9	4	3
Raphael	Power	7	5	3	1
Raving Rabbid	Agile	8	7	5	3
Shredder	Power	5	5	10	6
Splinter	Agile	7	5	3	5
Splinter Rabbid	Agile	10	6	6	1
Utrominator	Power	6	3	8	7

Characters

April O'Neil



Character Bio

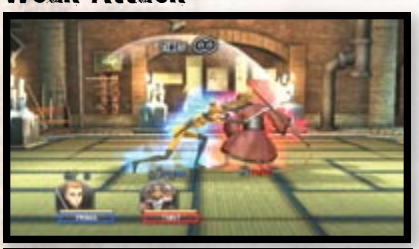
Always the good-natured friend of the turtles, April shows that she's not all sunshine and light. Beware to all those who question her ninja prowess.

Rating

Type: Agile
Jump: 5
Speed: 7
Power: 2
Overall: 9

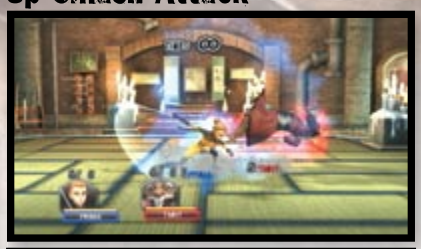
Weak Attacks

Weak Attack



Damage: 18	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



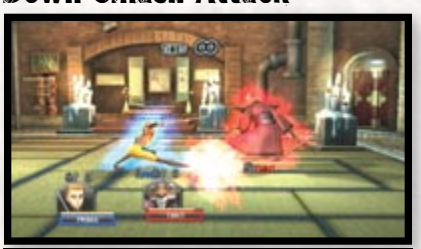
Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Tilt Attack



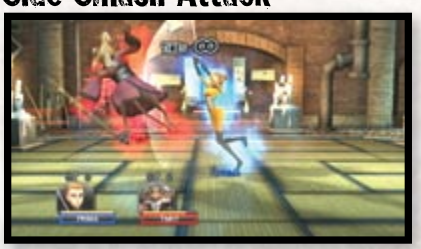
Damage: 72	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back, Above	

Down Smash Attack



Damage: 63	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 80	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Diagonal Tilt Attack



Damage: 72	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Diagonal Up Tilt Attack



Damage: 63	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



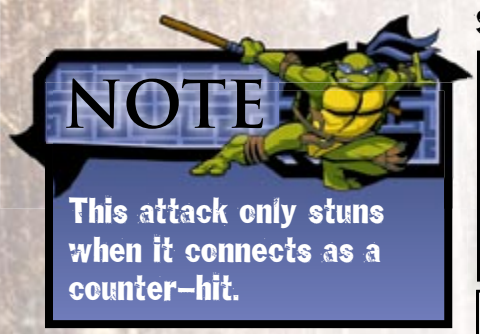
Damage: 63	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

TEENAGE MUTANT NINJA TURTLES SMASH-UP

Up Smash Attack



Damage: 53	**Hits:** 5
Juggle: No	**Stun:** Yes
Radius: Front, Above	



Up Tilt Attack



Damage: 72	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 76	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Side Tilt Attack

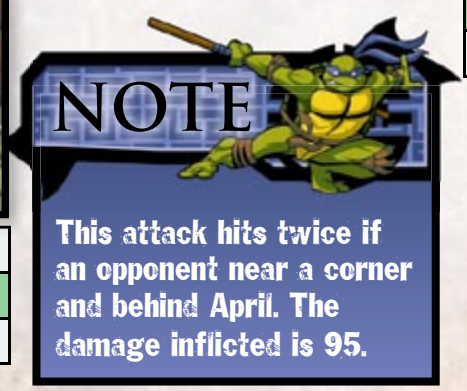


Damage: 52	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	



Universal Attacks

Rising Attack



Damage: 54	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



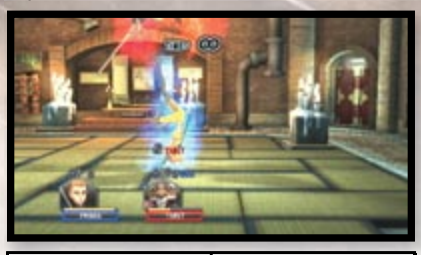
Damage: 54	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Aerial Smash Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Below	

Throws

Throw



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	



Combos

Techable Combo (103 damage)



Weak Attack



Weak Attack



Weak Attack



Weak Up Smash



Weak Attack

True Combo (36 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (40 damage)



Weak Attack

Weak Attack

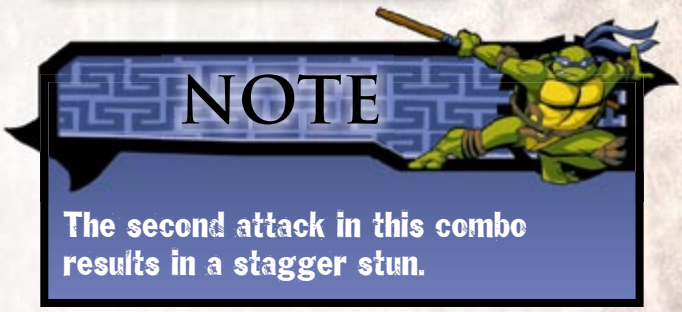
Strong Attack

Broken Combo (73 damage)



Weak Attack

Strong Attack



General Strategies

April is an agile character who must use her speed and moderate combo ability to overcome her relative lack of strength. Almost every attack in April's arsenal that leads into a juggle can be followed with her Weak Up Smash then a single Weak Attack for additional damage. She doesn't have a lot of attacks that stun, so you'll need to rely on these additional combo attacks to get as much damage as you can any time you can juggle an opponent.

April's Strong Up Tilt is one of her best attacks because it executes quickly and stuns an opponent if it connects. This allows you to follow it up with any juggle attack into a combo. Against novice players, you can perform several Strong Up Tilt attacks in a row. But when facing off against skilled opponents, stick to a single Strong Up Tilt and follow it with a combo of your choice.

Free-for-All Strategies

April doesn't have a lot of range when compared to some other characters, so even in a crowded free-for-all battle, she'll have to get close to her opponents to be effective. Luckily, several attacks in April's repertoire become extremely useful in a free-for-all setting. Her Weak Up Tilt juggles and hits opponents in a wide radius in front and behind her.

One of her few unsafe attacks, Strong Up Smash, also becomes useful in a free-for-all. Against a single opponent, this attack is rarely recommended because it is easily evaded, leaving April vulnerable to a counterattack. The attack doesn't inflict much damage, so the risk far outweighs the reward if it hits. However, if the second part of this attack hits on counter hit, it causes a stun, which can lead to a combo and potentially more than 100 damage. In a crowded free-for-all, it's not unlikely that two opponents will be duking it out and get hit with the second part of this attack on counter hit, leading to April's most damaging combos.

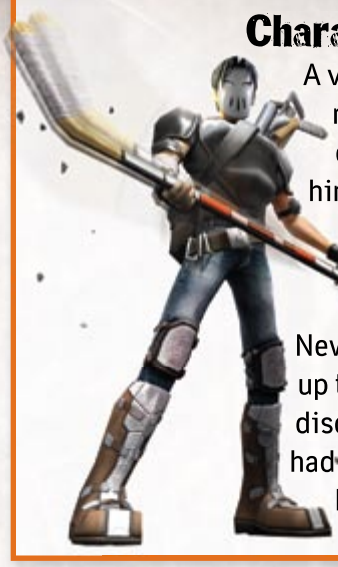
Best/Worst Match-up

The agile news reporter can't dish out significant amounts of damage and must rely on her speed to win fights. This makes her best match-up other agile opponents. Most agile characters do not inflict a lot of damage, putting them on even ground with April. In general they also lack range in their attacks, meaning that they'll have to get close to April, where she excels.

This makes April's worst match-up any opponent classified as a power character. They tend to be slow, allowing April to use hit-and-run tactics to get in, make a quick attack, then move away before they can counterattack. However, she's still at a disadvantage because it takes her far more attacks to KO a power character. Against someone like Shredder, two attacks can KO April, while April will have to land upward of ten attacks to KO Shredder.

Casey Jones

Character Bio



A vigilante with a nasty streak that can occasionally make him as vicious as the criminals he's trying to fight. Raised on the mean streets of New York City, Casey grew up to despise crime and discovered early on that he had a talent for whipping bad guys.

Rating

Type: Power **Jump:** 6 **Speed:** 5
Power: 7 **Overall:** 2

Weak Attacks

Weak Attack



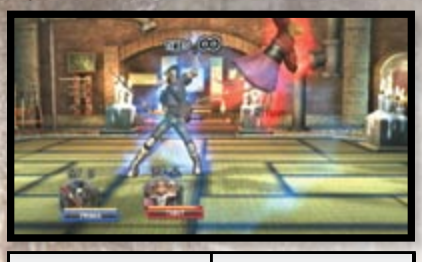
Damage: 23	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



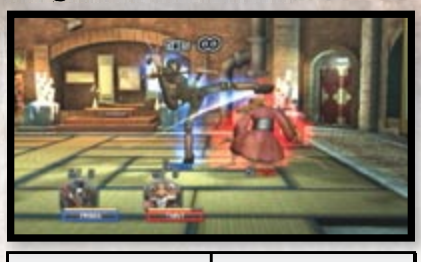
Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



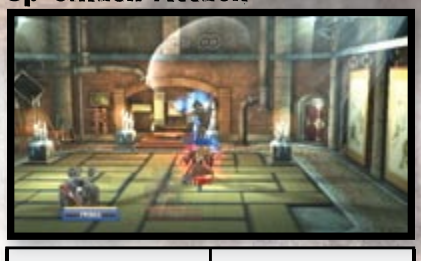
Damage: 99	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Diagonal Tilt Attack



Damage: 88	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Up Smash Attack



Damage: 66	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back, Above	

Down Smash Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Diagonal Up Tilt Attack



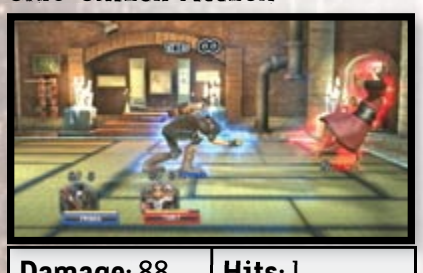
Damage: 77	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Up Tilt Attack



Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Side Smash Attack



Damage: 88	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

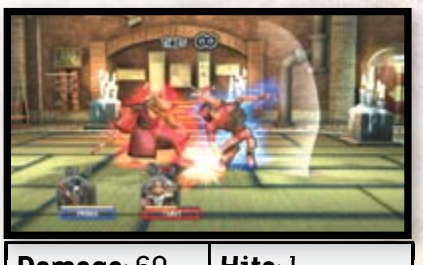
Strong Attacks

Strong Attack



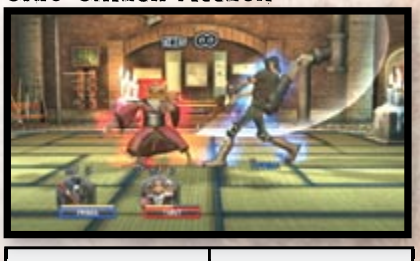
Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Smash Attack



Damage: 165	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

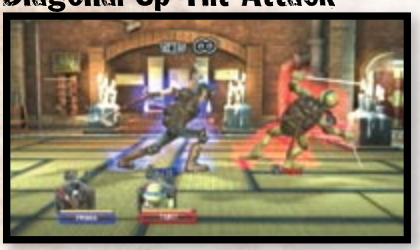


Side Tilt Attack



Damage: 77	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

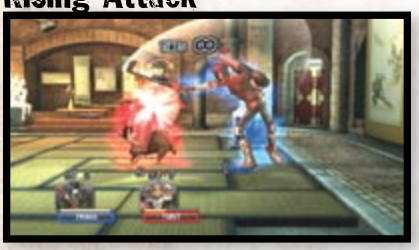
Diagonal Up Tilt Attack



Damage: 93	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Universal Attacks

Rising Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Dash Attack



Damage: 40	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Below	

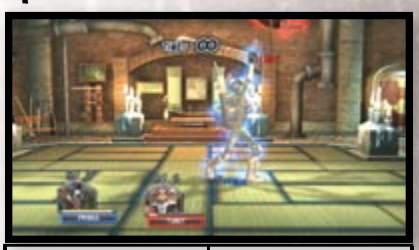
Throws

Throw



Damage: 100	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 100	**Hits:** 8
Juggle: No	**Stun:** No
Radius: Front	



Combos

True Combo (214 damage)



Weak Up Tilt



Strong Side Smash

True Combo (145 damage)



Weak Up Tilt



Strong Up Smash



True Combo (49 damage)



Weak Attack



Weak Attack



Weak Attack

True Combo (52 damage)



Weak Attack



Weak Attack



Strong Attack

True Combo (41 damage)



Weak Attack

Strong Attack

General Strategies

Casey Jones is a very limited character who takes far more work to win with than many of the other characters in the game. His main weakness is that, against a skilled opponent, he can't follow any of his stuns with a combo. Faster characters can hit an opponent following a stun before they can shake out of the stun, but Casey's slow attack speed makes it relatively easy for skilled players to shake out of his stuns before Casey can attack. This severely limits Casey, forcing him to rely on his few long-range attacks, throws, and single-hit attacks. He can follow most of his juggle attacks with one or two Weak Attacks, but rarely can he use a full combo against a skilled opponent.

Focus on connecting with his Weak Up Tilt as it leads to very good damage if you follow it with a Strong Side Smash or Strong Up Smash. The timing on the Strong Side Smash followup is a little harder than the Strong Up Smash, but because the second hit of the Strong Up Smash can be escaped, the difference in damage makes the Strong Side Smash followup a much better option.

Use Casey's long-range attacks, such as Strong Side Tilt, to hit opponents from a distance. Unfortunately, Casey is a slow-moving character, so it's difficult to keep opponents at a distance. If they close in on Casey, use dodges and rolls to evade their attacks, then counterattack with throws or Casey's Weak Up Tilt into a combo. Casey's throws only inflict average damage, but at close range it's a good option in addition to his Weak Up Tilt. Casey performs well on ring out stages because his normal throw knocks opponents a great distance.

Free-for-All Strategies

In a free-for-all battle against multiple opponents, Casey's Strong Up Smash hits behind and in front of him and juggles opponents. It doesn't inflict a great deal of damage, but it can be useful to clear out a crowd of opponents. Casey's long-range attacks also come in handy against multiple opponents, especially if two opponents are focused on one another, allowing Casey to attack from maximum range and catch them by surprise.

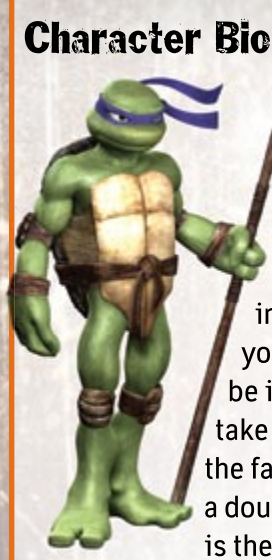
Best/Worst Match-up

Casey's best match-up is another power character. Power characters are usually slow, which gives Casey a level playing field against them. Casey is on the lightweight end of the power characters, inflicting less damage than some of the heavyweights like Shredder, but he typically has more range than the more powerful characters, which gives him a slight advantage.

The worst match-up for April's significant other is against agile characters. In a lover's quarrel between April and Casey, Casey would get the short end of the stick as April runs circles around him. Casey's only hope against agile characters is to fight on a ring out stage where he can use his throws to potentially knock the faster opponents out of the stage for an easy KO.

Donatello

Character Bio



You may be inclined to call Donatello a nerd, and in doing so you may also be inclined to take a bo staff to the face. Without a doubt, Donatello is the most intellectual of the turtles and has a knack for science, technology, and swinging a wicked bo staff.

Rating

Type: Long Range
Jump: 5
Speed: 5
Power: 6
Overall: 9

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 140	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Above	

Down Smash Attack



Damage: 60-102	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 110	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 58	**Hits:** 2
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

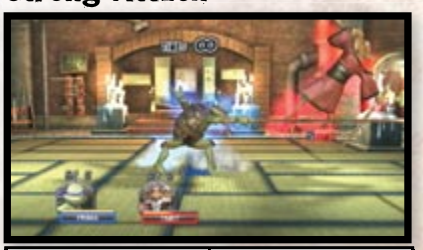
Diagonal Up Tilt Attack



Damage: 70	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Strong Attacks

Strong Attack



Damage: 150	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 53	**Hits:** 4
Juggle: No	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 92	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 113	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front, Above	

Side Tilt Attack



Damage: 45	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Up Tilt Attack



Damage: 109	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Universal Attacks

Rising Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



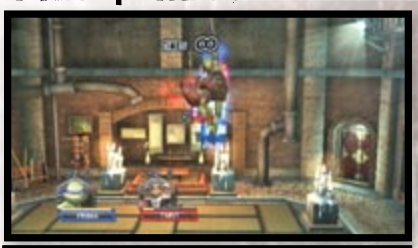
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Below	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Throws

Throw



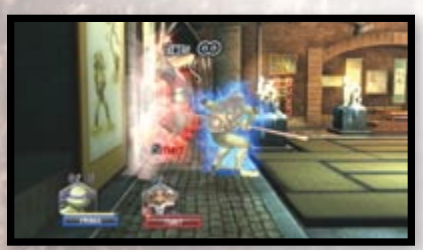
Damage: 100	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

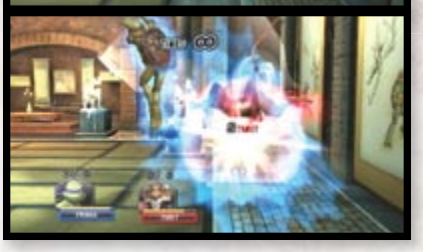
True Combo (134 damage)



Strong Up Tilt



Wall Damage



Strong Up Smash

True Combo (42 damage)



Weak Attack

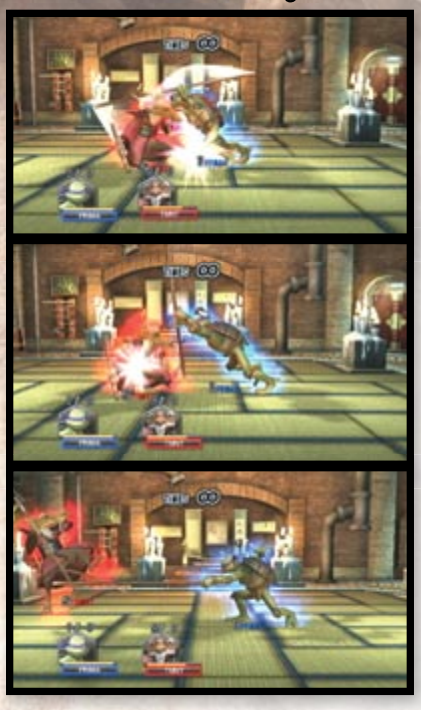


Weak Attack



Weak Attack

True Combo (46 damage)



Weak Attack

Weak Attack

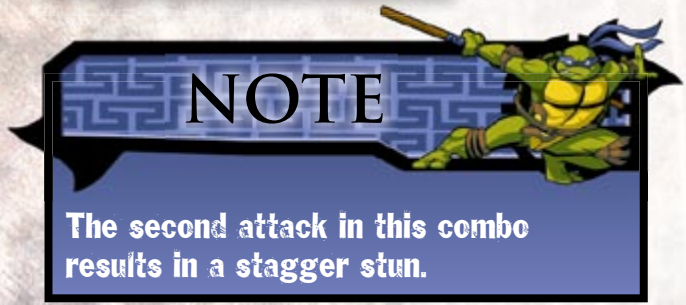
Strong Attack

Broken Combo (80 damage)



Weak Attack

Strong Attack



General Strategies

Donatello is a long-range character who excels at fighting from a distance. He's not one of the fastest characters, but he's more agile than some of the other long-range characters, which helps him to keep opponents at a distance. Against a novice opponent, Donatello is a powerhouse, especially in stages with walls. Near a wall, Donatello can use his Strong Up Tilt, which will slam the opponent against the wall. He can then immediately use his Strong Up Smash to hit the opponent before they hit the ground. If every hit connects, the combo inflicts 134 damage. A skilled opponent can tech out of the combo as soon as they hit the wall by pressing Guard, and if you're too slow using the Strong Up Smash, an opponent can tech when they hit the ground.

One of Donatello's best long-range attacks is his basic Strong Attack. It acts like most characters' Strong Side Smash, knocking opponents across the stage or slamming them against the wall. It also has an extremely long reach, making it very useful at maximum range. Do not use his Strong Side Smash unless the opponent is near a wall. This multi-hit attack will miss if the opponent isn't near the wall, which leaves Donatello vulnerable to a counterattack. In contrast, do not use Donatello's Strong Up Smash near a wall as a standalone attack because it creates an over stun when the opponent hits the wall, which allows them to easily escape the attack.

Rounding out Donatello's offense is his Weak Up Tilt. This attack stuns an opponent, but it's a very short stun that doesn't allow Donatello to follow up with much. However, if the opponent is near a wall or corner where they can't be pushed back by the attack, follow it up with a quick throw. The throw can be evaded, but the window of opportunity is extremely small, making it a difficult attack to avoid. If you think an opponent will evade the throw, wait for the evade, then attack the opponent while he's vulnerable immediately following the evasion attempt.

Free-for-All Strategies

Against a group of opponents in a free-for-all battle, Donatello must keep away from the group and continue to focus on long-range attacks. Any of his long-range attacks work very well to catch opponents off guard while they're fighting against other players. His only useful attacks when surrounded by opponents are his Weak and Strong Down Smash attacks. Both of these attacks hit opponents on either side of Donatello, but neither attack juggles or stuns. Use these attacks if Donatello is surrounded, then quickly move away from the opponents.

Best/Worst Match-up

Donatello excels against power characters because he is generally more agile and can keep them at a distance, where many of their power attacks cannot reach him. If a power character is able to close in on Donatello, a quick roll should allow you to escape, or rely on his Weak Up Tilt to cause a quick stun and move away from the opponent. If Donatello's back is to a wall, roll to the opposite side of the opponent and use the Weak or Strong Up Tilt to combo the opponent into the wall.

There isn't really a bad match-up for Donatello. He generally either has an advantage or is evenly matched against long-range opponents. Against agile opponents, his Weak Up Tilt and throws give him enough offensive ammunition to hold them off and back away to a safe distance.



Foot Ninja



Character Bio

Descending from feudal Japan, Foot Clan Ninja are an elite group of warriors and assassins. Lead by Shredder, these fearsome fighters pack a lethal strike. Never underestimate the ninja of the Foot Clan.

Rating

Type: Agile **Jump:** 7 **Speed:** 6
Power: 1 **Overall:** 5

Weak Attacks

Weak Attack



Damage: 16	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 60	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 60	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Side Smash Attack



Damage: 63	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Tilt Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Up Tilt Attack



Damage: 55	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 60	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Up Smash Attack



Damage: 65	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 55	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 58	**Hits:** 2
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Side Tilt Attack



Damage: 41	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

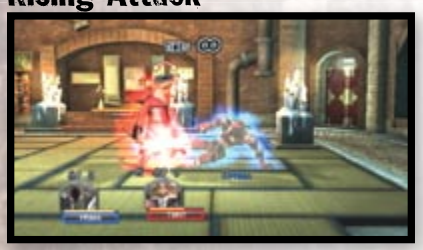
Diagonal Up Tilt Attack



Damage: 117	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Behind	

Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



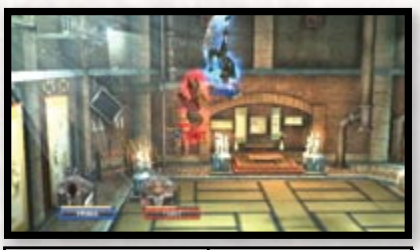
Damage: 36	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Below	

Throws

Throw



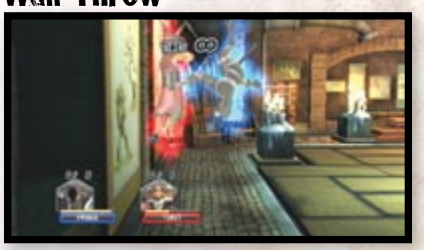
Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 100	**Hits:** 5
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (104 damage)



Weak Diagonal Tilt

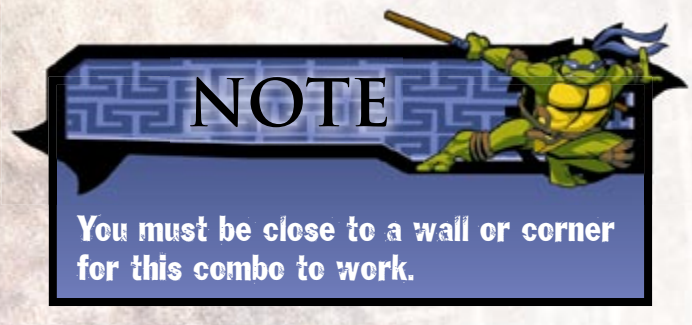
Weak Side Smash

Techable Combo (92 damage)



Weak Down Smash

Strong Attack



True Combo (42 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (40 damage)

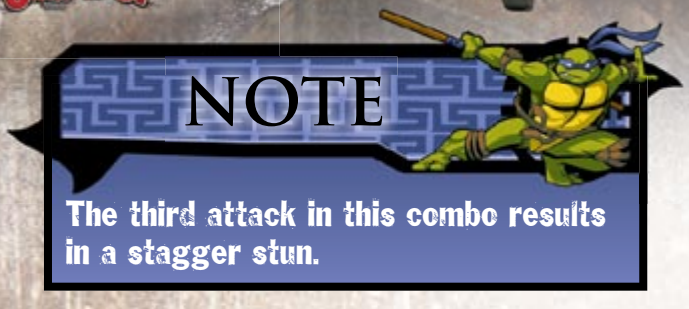


Weak Attack

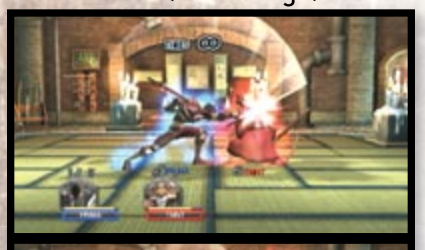
Weak Attack

Strong Attack





True Combo (37 damage)



Weak Attack



Strong Attack

General Strategies

The Foot Ninja has a wide variety of attacks that stun opponents. Against novice players, he is an extremely dangerous opponent because he can connect one stun attack, then follow it up with multiple stun attacks or go into a combo. However, almost all his stun attacks can be shaken out of by a skilled opponent. The timing is very strict, and even a skilled player will have a hard time shaking out of every stun, but be warned that the only stun that has an unshakable followup is his Weak Diagonal Tilt attack. You can follow it with his Weak Side Smash for a moderately damaging combo that cannot be escaped.

Within the Foot Ninja's vast array of stun attacks, he has more turnaround stuns than any other character in the game. Although a turnaround stun does not guarantee any follow-up attacks, it does put the opponent in an awkward situation in which they must either evade the next attack or possibly get thrown. It's a mix-up game that the Foot Ninja excels at and should be used often.

Pay close attention to the range of the Foot Ninja's attacks. While he is not a long-range fighter, he has a few attacks that reach farther than most other characters, such as his Strong and Weak Side Smash attacks. Learn to use rolls to control the distance between the Foot Ninja and your opponents to maximize his ability to attack from a distance and his stun strategies.

Rounding out the Foot Ninja's offense is his Strong Diagonal Up Tilt. The Foot Ninja dash back, then lunges forward with an attack. This is an excellent attack if you anticipate an opponent is about to attack because the back dash evades most attacks. If an opponent is directly behind the Foot Ninja, it dashes behind the opponent, then attacks, making it even more useful.

Free-for-All Strategies

The Foot Ninja's strategy does not change much when facing multiple opponents. His limited long-range attacks are not enough to focus on and in some cases controlling the distance when multiple opponents are attacking can be difficult. However, his multiple stun attacks, especially the turnaround stuns, are extremely useful against multiple opponents. If you get caught between multiple opponents, use the Weak or Strong Down Smash attacks to hit opponents in front of and behind the Foot Ninja.

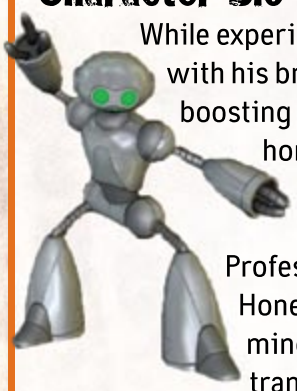
Best/Worst Match-up

The Foot Ninja performs well when matched up against a power character. He lacks power, but more than makes up for it with his ability to stun opponents, along with his speed and agility. Add his limited long-range attacks, and he becomes a very difficult adversary for power characters. Stay just outside their range, but if they close in on the Foot Ninja, use any one of his many stun attacks to punish them for getting too close.

Long-range characters, such as Donatello, give the Foot Ninja a fairly difficult battle. While the Foot Ninja has a few long-range attacks of his own, they are no match for characters who excel in long-range fighting. His only hope is to get in close and use his various stun attacks to gain the upper hand, but this is difficult against a skilled long-range opponent. Luckily, the Foot Ninja is faster than most of the other characters, but this is still a difficult match.

Fugitoid

Character Bio



While experimenting with his brain-boosting device, a horrible accident caused Professor Honeycutt's mind to be transferred into his robot assistant's body. Fused together, Honeycutt and Sal become the Fugitoid, a strange creature with the technological brilliance to be a doomsday device. It's wise not to anger the Fugitoid.

Rating

Type: Long Range
Jump: 3
Speed: 5
Power: 9
Overall: 7

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 70	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 90	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 43	**Hits:** 4
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Diagonal Up Tilt Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 32	**Hits:** 4
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 80	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Above	

Up Tilt Attack



Damage: 34	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 250	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 68	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



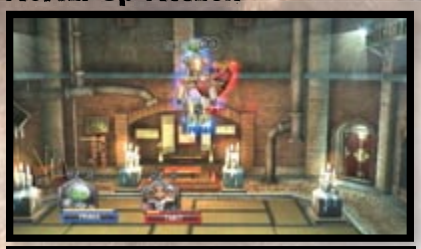
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above, Below	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

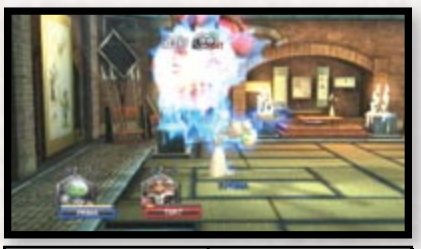
Throws

Throw



Damage: 100	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front	



Combos

True Combo (40 damage)



Weak Attack



Weak Attack



Weak Attack

Broken Combo (75 damage)



Weak Attack



Weak Attack



Strong Attack

Broken Combo (42 damage)



Weak Attack



Strong Attack

General Strategies

Fugitoid is a cross between a long-range character and a power character. His range is slightly more effective than his power, which classifies him as a long-range character, but he still has quite a few powerful attacks. Fugitoid's Weak Up Smash is relatively evasive and has a decent range of attack. Learn the maximum range of this attack and use it when your opponent has a Ninja Power item to avoid a potential attack while still remaining on the offensive. The initial animation of the attack jumps over many other attacks and moves Fugitoid toward the opponent.

If an opponent likes to jump around or use high platforms to initiate their offense, Fugitoid's Strong Up Smash is a very good anti-air attack that reaches very high to knock opponents out of the air. It does not hit opponents to either side of Fugitoid, so only use it against an opponent directly above. It is also a good followup to Fugitoid's Up Throw if the opponent does not tech to avoid the hit.

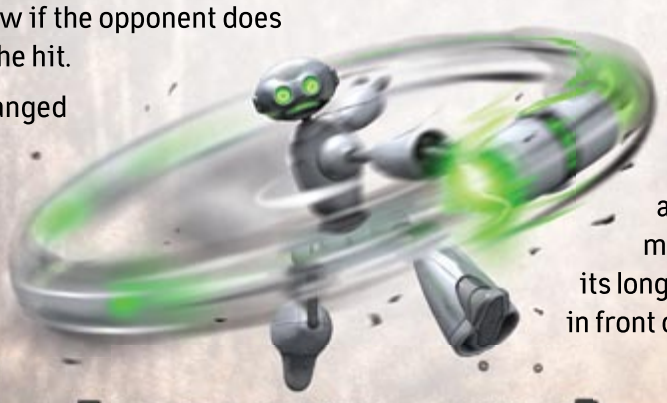
Fugitoid's many ranged attacks must be used with caution. While they make up most of his offensive abilities, many of them have a lengthy execution time. His Weak Side Smash is a good example. It has very good range, but if you use it too often an opponent will easily see it coming and evade with a roll or dodge. However, if it's used from its maximum range as an opponent is getting off the ground or landing from a jump, it becomes much more difficult to evade. Fugitoid's Strong Side Tilt attack should be used in a similar way.

Rounding out Fugitoid's offense are his Aerial Attack and Strong Side Smash. Most characters' aerial attacks are fairly basic, however Fugitoid's Aerial Attack has good range and hits behind or in front of Fugitoid. It also inflicts a decent amount of damage for an Aerial Attack, making it very useful when mixed with his other long-range attacks.

His Strong Side Smash is a laser beam that inflicts 250 damage and covers an incredible amount of distance. It reaches the entire length of the screen on smaller stages such as the dojo. It's not very fast, but when it's used from a great distance, the high damage is more than enough reason to use it frequently.

Free-for-All Strategies

In a free-for-all battle against multiple opponents, Fugitoid's range is his best weapon. His Strong Side Smash laser is especially effective when a crowd of opponents is facing off on the other side of a stage. Stay far away and use the Strong Side Smash repeatedly until the opponents close in on you. As they're making their way toward Fugitoid, use his Weak Side Smash and Strong Side Tilt when they move within range. If they jump, knock them down with a Strong Up Smash. Fugitoid's Aerial Attack also comes in handy against multiple opponents because of its long reach and the fact that it hits in front of and behind Fugitoid.



Best/Worst Match-up

Fugitoid matches up best against power characters. He only has average speed, but his range of attacks allows him to keep power characters away. Because many of his attacks inflict a great deal of damage, he can go head to head against most of the power characters in terms of damage output. This completely removes any advantage power characters have over the rest of the roster and gives Fugitoid a big advantage.

Agile characters are Fugitoid's worst match-up. Many of Fugitoid's best attacks are relatively slow, which makes it difficult for Fugitoid to keep them away. If a skilled agile character plays defensively and waits for Fugitoid to attack, it becomes even more troublesome because they can easily evade his attacks and counterattack. The only advantage Fugitoid has in this match-up is the amount of damage he inflicts, but that's not helpful if he can't connect any attacks.

Karai



Character Bio

Karai in Japanese roughly translates into "extremely severe." It's a name that Karai more than lives up to. Second in the Foot Clan only to Shredder, Karai wields a katana with a master's touch and brings pain to those who test her.

Rating

Type: Agile
Jump: 8
Speed: 10
Power: 2
Overall: 10

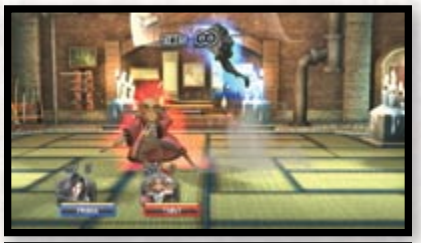
Weak Attacks

Weak Attack



Damage: 18	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 77	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 68	**Hits:** 1
Juggle: No	**Radius:** 1
Stun: Yes (Stagger)	

Down Smash Attack



Damage: 54	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

TEENAGE MUTANT NINJA TURTLES SMASH-UP

Side Smash Attack



Damage: 81	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 72	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 52	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	



Strong Attacks

Strong Attack



Damage: 54	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Up Smash Attack



Damage: 50	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 90	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 67	**Hits:** 2
Juggle: No	**Stun:** Yes
Radius: Front	

Side Tilt Attack

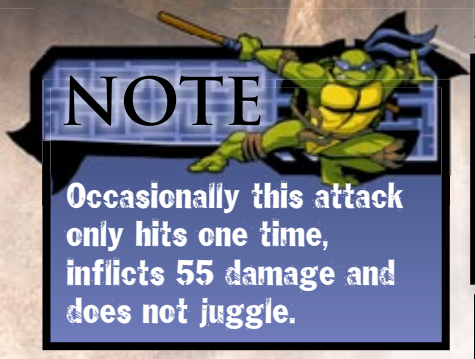


Damage: 72	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Up Tilt Attack



Damage: 75	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	



Universal Attacks

Rising Attack



Damage: 45	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 54	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 36	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Below	

Throws

Throw



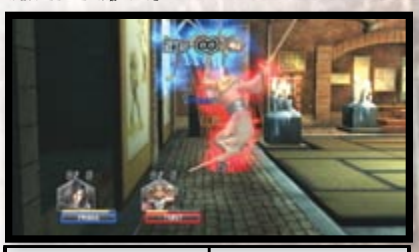
Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (97 damage)



Weak Side Smash | Weak Attack | Weak Attack

TEENAGE MUTANT NINJA TURTLES SMASH-UP

NOTE

You must be close to a wall or corner for this combo to work.

True Combo (79 damage)



Aerial Attack

Weak Attack

Weak Attack

Weak Attack

Aerial Attack

True Combo (76 damage)



Aerial Attack

Weak Attack

Weak Attack

Weak Attack

Strong Up Smash

NOTE

This combo inflicts 111 damage when performed on a cornered opponent.

True Combo (36 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (40 damage)



Weak Attack

Weak Attack

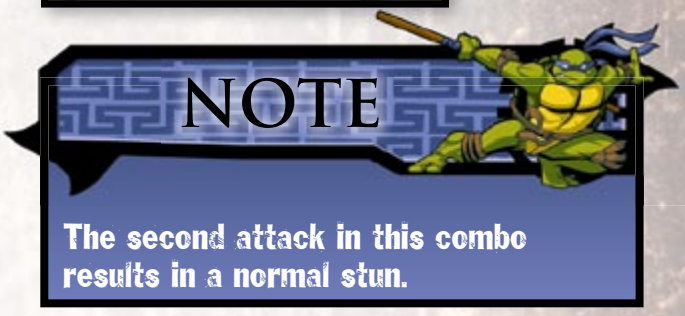
Strong Attack

True Combo (33 damage)



Weak Attack

Strong Attack



General Strategies

Karai is the fastest character in the game, and that's where the bulk of her offensive strategy stems from. Her speed allows her to capitalize on opportunities than many other characters would miss out on. For example, she is the only character who can combo after connecting her Aerial Attack. This allows her to jump toward an opponent and use an Aerial Attack just before landing, then immediately follow it up with her Weak Attack into a combo. It's an incredibly useful tool that makes her the only character in the game who can start a combo from a jump.

Karai is also one of the few characters who has true combo of Weak Attack, Strong Attack. Most other characters, if they hit with a Weak Attack, the following Strong Attack can be blocked or evaded. This is not only a true combo for Karai, but the Strong Attack stuns the opponent allowing her to follow up with a combo of her choice. Be careful with combos following this

stun because there's a chance the opponent will get into an over stun and be able to escape the combo.

While Karai relies heavily on her speed to win matches, she has a decent stun strategy, too. Her Weak Up Tilt puts opponents in a stagger stun that is very useful near stage hazards. Following a stagger stun, the opponent cannot move for a short time. With proper timing, a stagger stun can be used to force opponents into a stage hazard. For example, on the Jungle stage, as soon as you see the alligator warning sign, hit the opponent with Karai's Weak Up Tilt. It will be very difficult for the opponent to escape the alligator by the time they're able to move.

Free-for-All Strategies

Karai's strategies don't change much in a free-for-all battle. The only attacks she has that will effectively hit an opponent on either side are her Strong and Weak Down Smash attacks. Her Weak Down Smash attack stuns opponents, so use it as your primary attack when surrounded. Otherwise, rely heavily on Karai's ability to go into a combo following her Aerial Attack. On crowded stages, it's much easier to land an Aerial Attack and it keeps you off the ground, avoiding many Ninja Power item attacks and limiting the attacks an opponent can use to hit Karai.

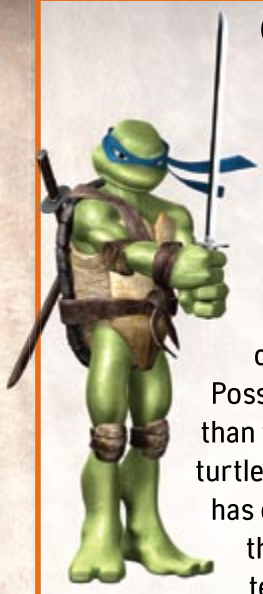


Best/Worst Match-up

Karai doesn't have a single bad match-up. Some are better than others, but nothing can be considered a bad match-up. Her best match-up is against power characters. Most power characters are relatively slow, but even those who have some speed cannot match Karai's speed. Her agility also allows her to quickly and easily avoid many of their most damaging attacks. Couple this with her Aerial Attack combo ability and it becomes very difficult for power characters to defend against her.

The least advantageous match-up for Karai is against other agile characters. Karai relies on her speed to outpace opponents and catch them off guard or smother them with attacks. However, against another agile character it's much harder for Karai to do this. Because Karai is the fastest character in the game, she still has the speed advantage, but her advantage is not nearly as significant as it is against other characters.

Leonardo



Character Bio

As a strict follower of the Bushido code, Leonardo has a strict sense of honor and discipline. Possibly more than the other turtles, Leonardo has embraced the ninjutsu teaching of Master Splinter. No fighter is more technically sound than Leonardo.

Rating

Type: Agile
Jump: 5
Speed: 8
Power: 4
Overall: 7

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 51	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 110	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 72	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



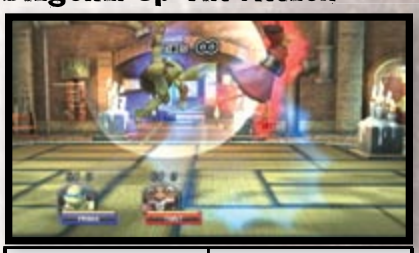
Damage: 110	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Diagonal Tilt Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 85	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 58	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 30	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Up Tilt Attack



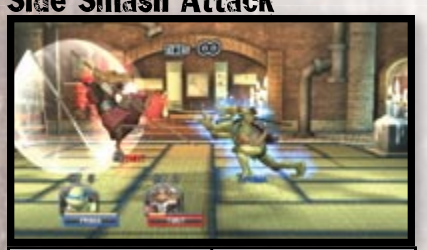
Damage: 59	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Above (second hit only connects above)	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 58	**Hits:** 2
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Above	

Diagonal Up Tilt Attack



Damage: 100	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back, Above	

Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

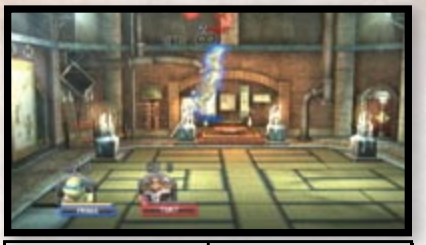
Throws

Throw



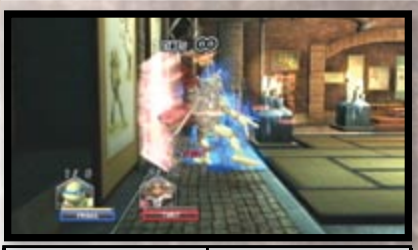
Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (42 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (46 damage)

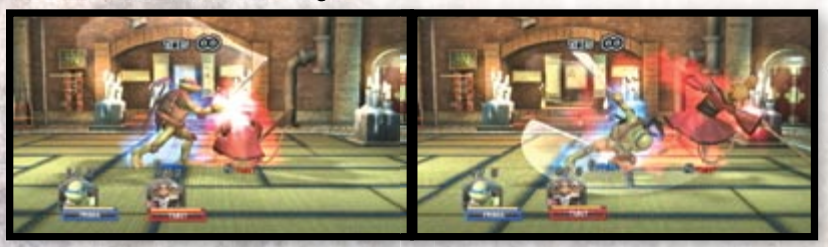


Weak Attack

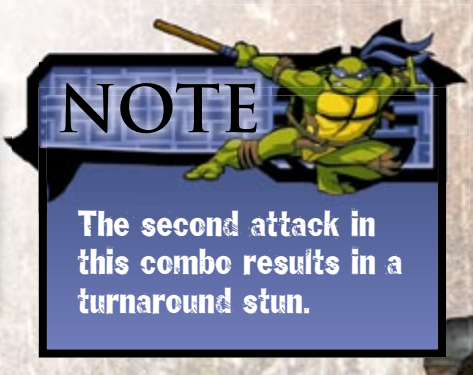
Weak Attack

Strong Attack

Broken Combo (80 damage)



Weak Attack **Strong Attack**



General Strategies

Leonardo is a difficult character to classify because his in-game abilities mimic his comic book and movie traits. He is the all-around fighter and encompasses a little bit of every fighter type. He has long-range attacks, he's one of the faster and more agile characters, and he has a few attacks that inflict significant damage. You'll need to use all these attributes to be successful with Leonardo.

When an opponent is trapped in the corner or near a wall, use Leonardo's Weak Down Smash attack. In the open, this attack generally hits once or twice. However, when an opponent is pinned down and can't move back, all six hits connect for additional damage. It also hits on either side of Leonardo, so if you're trapped in the corner, this is an effective tool to clear the area around you and make an escape.

His ranged moves consist primarily of Strong Side Smash and Strong Up Smash. Strong Side Smash must be used carefully because it leaves Leonardo vulnerable if it misses or is blocked. However, it has very good range and can hit an opponent from a distance that would normally be safe. The Strong Up Smash can be used at close range to hit an opponent, but should be used primarily as an anti-air attack to knock down an aerial opponent. Leonardo tosses his weapons straight up into the air and is left holding the throwing animation until his weapons return. If you miss this attack, Leonardo is extremely vulnerable to a counterattack, so limit its use to strictly anti-air situations.

His Strong Up Tilt is also a good anti-air attack. It consists of two hits, with the first one hitting opponents near Leonardo, and the second only hitting opponents directly above him. When used on an opponent who is not directly above Leonardo, the second hit will miss, leaving him open to a counterattack.

Any time you're close to a stage hazard, use Leonardo's Strong Side Tilt. It causes a stagger stun, which leaves opponents unable to move for a short time. This is especially useful on stages with the alligator stage hazard or when the laser is about to hit an opponent on the Enemy Base stage.

Free-for-All Strategies

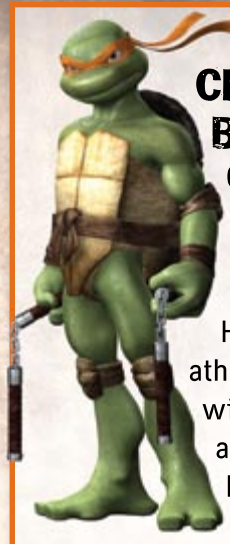
When surrounded by opponents in a free-for-all battle, Leonardo is fairly limited. He can use his Strong or Weak Down Smash to hit opponents on either side, or his Strong Up Smash. However, if you use his Strong Up Smash, you must be certain the attack will connect. If it misses or the opponents evade the attack, Leonardo is left vulnerable to a counterattack for a lengthy period. You also can use Leonardo's ranged attacks at maximum range to catch opponents off guard as they're battling against each other.

Best/Worst Match-up

Leonardo's best match-up is against a long-range character. Because Leonardo has a few ranged attacks of his own, he can go head to head with long-range characters. However, to his credit, he also has speed, agility, and power on his side against most of the long-range characters. This gives him a unique advantage that many other characters lack.

Against power characters Leonardo is at his worst. He has a speed advantage over most power characters, but his ranged attacks become useless. If he misses a ranged attack, the counterattack from a power character could be deadly. His speed is an asset, but only to get away from power characters. Once he's at a distance, he is extremely limited because of the long vulnerability following a missed ranged attack.

Michelangelo



Character Bio

Of all the turtles, Michelangelo is probably the most gifted. He's a pure athlete blessed with speed and agility. Although he lacks the strongest work ethic, he is the most light-hearted of the turtle brethren.

Rating

Type: Agile
Jump: 7
Speed: 9
Power: 3
Overall: 8

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 93	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front, Above	



NOTE

This attack inflicts 93 damage to an aerial opponent and 90 damage to an opponent standing on the ground.

Up Tilt Attack



Damage: 93	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front, Above	



Down Smash Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Back	

Side Smash Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 48	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Above	

Diagonal Up Tilt Attack



Damage: 68	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Up Smash Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 65	**Hits:** 2
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Above	

Down Smash Attack



Damage: 42	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 68	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	



NOTE

Under most circumstances, only one hit of this attack will connect.

Side Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front	

Diagonal Up Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Universal Attacks

Rising



Damage: 30	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Up Throw



Damage: 90	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

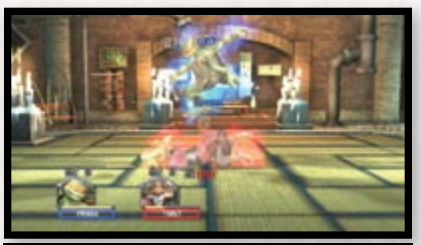
Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

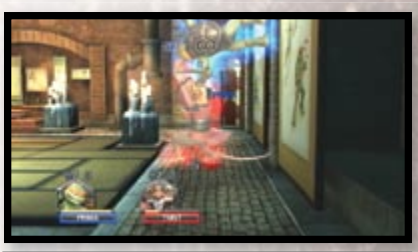
Throws

Throw



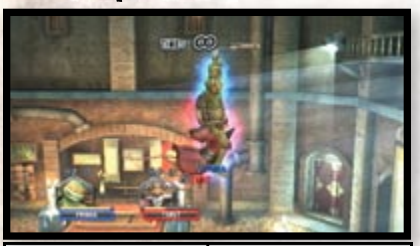
Damage: 100	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front	

Wall Throw

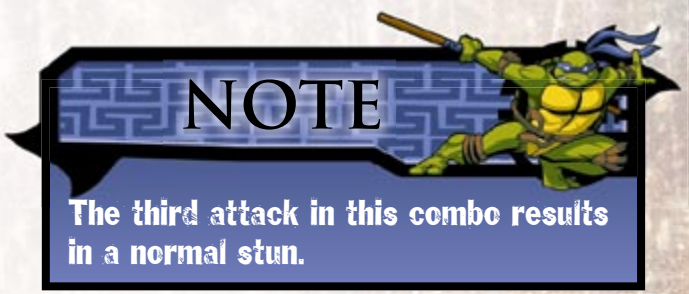


Damage: 120	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	



Combos

True Combo (42 damage)



Weak Attack | Weak Attack | Weak Attack

True Combo (46 damage)



Weak Attack

Weak Attack

Strong Attack

NOTE

The third attack in this combo places the opponent in an over stun.

True Combo (34 damage)



Weak Attack

Strong Attack

NOTE

The second attack in this combo results in a turnaround stun.

General Strategies

Michelangelo is the king of stagger stuns. He has more attacks that result in a stagger stun than any other character. This makes Michelangelo an extremely difficult opponent to face around a stage hazard. If he hits with any attacks that lead to a stagger stun, you could easily fall victim to an instant KO from a stage hazard. Most of his attacks have very limited range, so when playing as Michelangelo you must learn the distance of his stagger stun attacks to avoid missing them and leaving him vulnerable to a counterattack.

Stagger stuns are not the only attacks Michelangelo excels in. He also has a large number of attacks that result in a normal stun. One of his best stun attacks is his Aerial Attack. Most other Aerial Attacks are basic hits that don't have any special properties. However, Michelangelo's Aerial Attack stuns opponents, allowing him to follow up with a combo or another stun attack, depending on how quickly the opponent can shake out of the stun.

Michelangelo also gets a stun from his Dash Attack. For most characters, a Dash Attack is just a quick attack that is used while dashing. Because Michelangelo's Dash Attack stuns, he can use it to set up a mix-up between his throw and an attack. The Dash Attack is best used when an opponent is near a wall or corner, limiting their ability to get away from Michelangelo. Use the Dash Attack from maximum range to ensure you do not slide through the opponent, then follow it up immediately with a throw. It is very difficult to evade the throw in this attack pattern, but if your opponent is able to evade, wait for the evasion attempt, then hit them during the brief vulnerable state following the dodge or roll.

Free-for-All Strategies

Michelangelo's best attacks in a free-for-all battle are his Weak Down Smash attack and his Dash Attack. The Weak Down Smash Attack hits opponents on either side of Michelangelo and leaves them in a stagger stun. This not only clears out any opponents around Michelangelo and gives him time to move away or prepare for another attack, it is also very effective around a stage hazard because it places every opponent surrounding Michelangelo in jeopardy of succumbing to an instant KO from the stage hazard.

The Dash Attack is great when dashing up to a group of opponents. From maximum range, you can hit the opponent closest to Michelangelo, putting them in a stun and leaving them vulnerable to an attack from Michelangelo or any of the other opponents. If you need to get around an opponent, use the Dash Attack from close range and Michelangelo slides through the opponent to the other side. This is especially effective if an opponent is closing in on Michelangelo when you're near a corner because it moves Michelangelo out of the corner and effective pins the opponent into the corner at the same time.

Best/Worst Match-up

Michelangelo matches up well against power characters. His speed helps him run circles around the typically slow power characters, and his plethora of stun attacks allows him to keep them down and unable to attack. If they manage to get away from Michelangelo, he can use his Dash Attack to close in and stun them at the same time. It's a very difficult match-up for any power character.

Against long-range characters, Michelangelo has a few problems. He doesn't have a lot of ranged attacks, so he must rely heavily on his speed to overcome their range. This is the most effective strategy against long-range characters, but it's difficult to execute because of the short range on so many of Michelangelo's attacks. Even his Dash Attack is somewhat risky against a long-range character because they can attack before Michelangelo is close enough to connect with the Dash Attack.

Nightwatcher

Character Bio



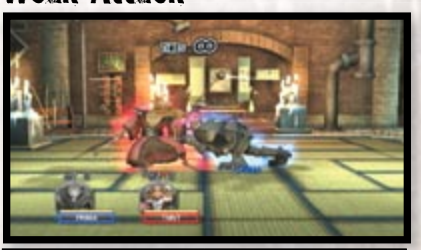
Not feeling effective enough fighting crime with his brothers, Raphael takes on the role Nightwatcher, a masked vigilante. Nightwatcher brings a no-holds-barred approach to cleaning up the streets. Criminals beware.

Rating

Type: Power **Jump:** 5 **Speed:** 5
Power: 7 **Overall:** 4

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 99	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 99	**Hits:** 1
Juggle: No	**Stun:** Yes (Turn Around)
Radius: Front	

Down Smash Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Side Smash Attack



Damage: 165	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front	

Diagonal Tilt Attack



Damage: 82	**Hits:** 2
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Up Tilt Attack



Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 104	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Up Tilt Attack



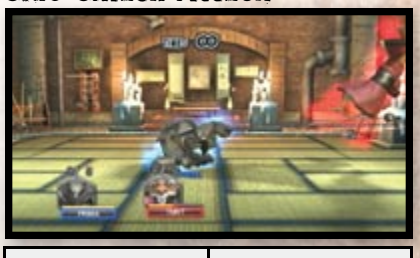
Damage: 88	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 45	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 165	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 120	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Diagonal Up Tilt Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** Yes (Turn Around)
Radius: Front	

Universal Attacks

Rising Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



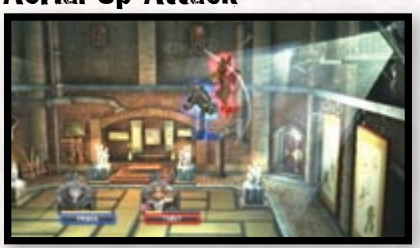
Damage: 44	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 48	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Below	

Aerial Up Attack



Damage: 44	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 44	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Throws

Throw



Damage: 100	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 120	**Hits:** 3
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (42 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (47 damage)



Weak Attack

Weak Attack

Strong Attack

True Combo (38 damage)



Weak Attack

Strong Attack

General Strategies

Raphael's alternate form, Nightwatcher, is a power character that has several deceptive attacks. He also has a few long-range attacks that would almost classify him as a long-range character if not for his many powerful attacks. His Strong Side Smash has good range, but Nightwatcher is left vulnerable for a short time while the animation of the attacks concludes. Only use this attack at maximum range to ensure that you are not punished severely if an opponent evades it.

Nightwatcher's Strong Down Smash has deceptive range and should be used accordingly. Like most Down Smash attacks, it hits on both sides of Nightwatcher, but the animation of the attack coupled with the type of weapon Nightwatcher uses makes the attack hit behind him first, then in front of him. Most other Down Smash attacks hit in front and behind at the same time. The slight delay between hits can catch unknowing opponents off guard, especially when used at maximum range.

The Weak Diagonal Tilt attack has a similar use, with somewhat deceptive range. Use it at maximum range to make your opponents think that you'll miss them and catch them off guard when the attack connects. Nightwatcher's Weak Diagonal Tilt also stuns opponents, making this attack even better. His Weak Side Smash offers

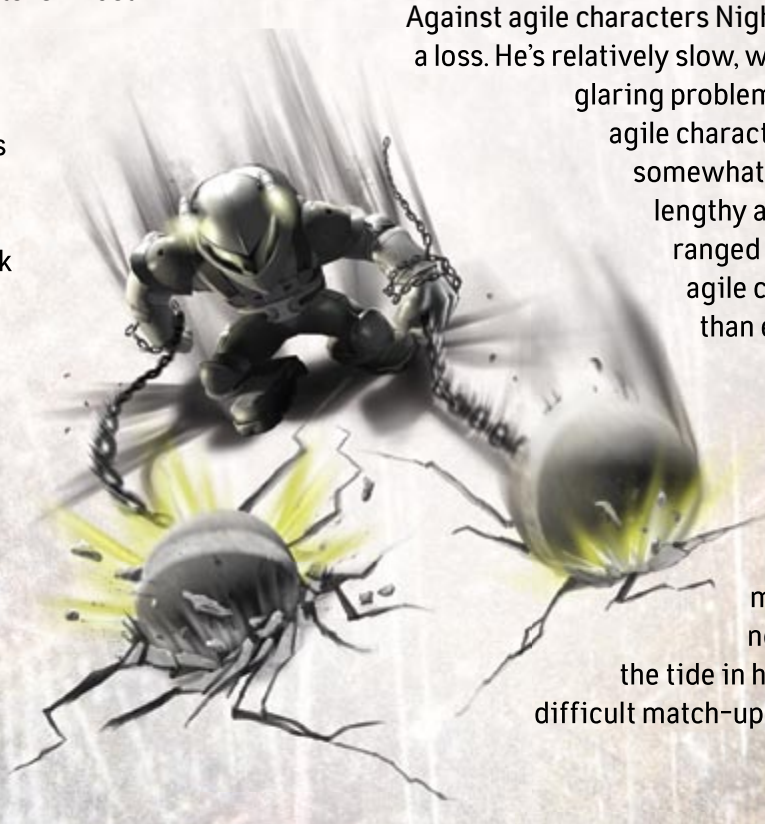
a stagger stun when it hits and has moderate range. Use this at maximum range near a stage hazard to keep opponents on the ground and potentially force them to get hit by the hazard.

Speaking of Nightwatcher's stun attacks, his Weak Down Smash inflicts a normal stun, his Weak Up Tilt delivers a turnaround stun, and his Strong Side Tilt lands with a stagger stun. All three are very useful attacks, but do not have the range of some of his other moves, especially the Strong Side Tilt.

If an opponent is attacking from above, or standing on a platform above Nightwatcher, use the Strong Up Smash to take them out of the air. It only hits above Nightwatcher, so do not use it unless an opponent is directly overhead. However, it has decent range and can be very useful on stages with multiple levels or aerial platforms.

Free-for-All Strategies

In a free-for-all battle against multiple opponents, Nightwatcher must rely primarily on his two Down Smash attacks. However, both of these attacks are more useful than most other characters'. His Weak Down Smash stuns when it hits, and his Strong Down Smash has deceptive range and hits in front and behind Nightwatcher at different times. This is good and bad because it means Nightwatcher can get attacked from the front as he's hitting an opponent behind him. But if you've just knocked down or stunned an opponent as another approaches from behind, this can be very helpful as the opponent in front of Nightwatcher may be caught off guard by the slightly delayed frontal attack. Nightwatcher also can use his Aerial Attack to hit opponents on either side of him and directly below. This can be especially helpful in crowded free-for-all battles.



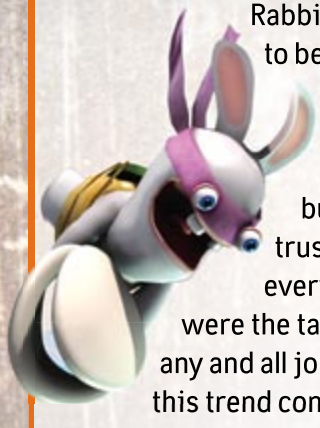
Best/Worst Match-up

Nightwatcher's best match-up is against another power character. He can go head to head with them in terms of damage per hit, and his ranged attacks give him an advantage. Most other power characters do not have the same range of attack Nightwatcher has, and this allows him to hit from outside their attack range, inflicting just as much damage as other power characters. He's somewhat slow like most power characters and is on a level playing field in every other respect, giving Nightwatcher several advantages and no disadvantages.

Against agile characters Nightwatcher is at a loss. He's relatively slow, which becomes a glaring problem against speedy agile characters. His range is somewhat helpful, but the lengthy animations of his ranged attacks gives agile characters more than enough time to counterattack before Nightwatcher can react. His power helps him out in this match-up, but it's not enough to turn the tide in his favor. This is a difficult match-up at best.

Ninja Rabbid

Character Bio



Rabbids used to be cute, cuddly, friendly creatures, but they trusted everyone and were the target of any and all jokes. After this trend continued for a long while, they went insane. Now the Raving Rabbids are bent on getting revenge on everyone who played jokes on them. This particular Rabbid has added several props to his attire to mimic the look of a Teenage Mutant Ninja Turtle.

Rating

Type: Agile **Jump:** 8
Speed: 9 **Power:** 4
Overall: 3

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 90	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 76	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 72	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



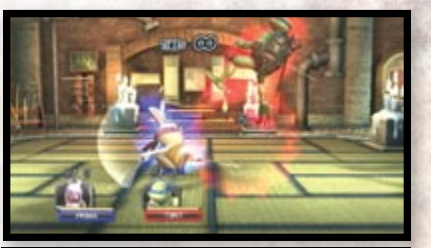
Damage: 110	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 61	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 30	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Up Tilt Attack



Damage: 105	**Hits:** 5
Juggle: No	**Stun:** No
Radius: Front, Back, Above	



NOTE

This attack inflicts 105 damage if all five hits connect. Under most circumstances, not all hits will connect and the attack will inflict 59 damage.

Down Smash Attack



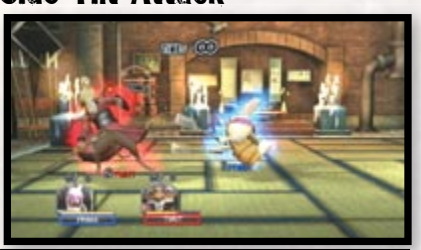
Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Side Smash Attack



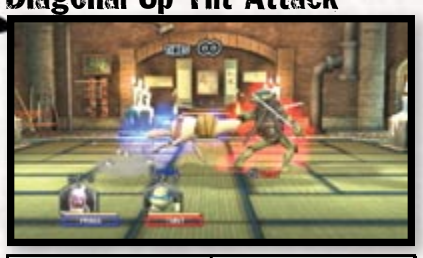
Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Diagonal Up Tilt Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



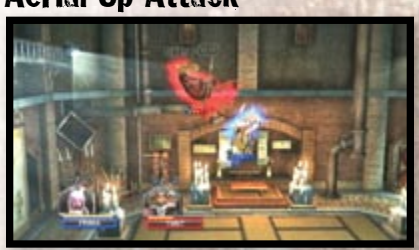
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Throws

Throw



Damage: 100	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (82 damage)



Aerial Attack

Weak Attack

Weak Attack

Weak Attack

True Combo (42 damage)



Weak Attack

Weak Attack

Weak Attack

True Combo (46 damage)



Weak Attack

Weak Attack

Strong Attack

True Combo (48 damage)



Weak Attack

Strong Attack

General Strategies

The Ninja Rabbid is an agile character and one of the fastest in the game. He has a few long-range attacks, but his primary focus is speed and close-range combat. However, many of his attacks have a lengthy animation, making them easy to see and difficult to connect with, leaving speed as his only real advantage.

His Weak Up Tilt works well as an anti-air attack that can knock opponents out of the air or hit them when they're on an aerial platform. It's a projectile attack, similar to an item, but the trajectory of the attack can make it difficult to hit with. Learn the trajectory so you can hit opponents as they're jumping toward Ninja Rabbid. If an opponent is directly above, the attack is less likely to connect. You can also use the Strong Up Smash as an anti-air attack, but it executes slowly and doesn't have a great deal of vertical range. On the bright side, it hits opponents to the front or back of Ninja Rabbid.

If an opponent is trapped in the corner, Ninja Rabbid has two attacks that are excellent for this situation. The first is his Weak Down Smash, which must be executed in the corner for all the hits to connect. It hits opponents on either side of Ninja Rabbid, making it useful if you're trapped in the corner or if you have an opponent trapped. His basic Strong Attack also works extremely well when an opponent is cornered. Use it quick succession to create a near endless combo. The opponent cannot escape this combo until they reach an over stun state, but this strategy only works on a cornered opponent.

From an aerial standpoint, Ninja Rabbid can link his Aerial Attack to his standard Weak Attack combo. Use the Aerial Attack just before Ninja Rabbid lands, then immediately press Weak Attack and follow it with a combo of your choice. Ninja Rabbid has a very good jump rating, which makes this attack even better.

Rounding out Ninja Rabbid's offense are the Strong Side Tilt and the Strong Side Smash. The Strong Side Smash is a ranged attack that can be used from a distance. It has a lengthy recovery time, so only use it from maximum range and preferably when an opponent is getting up off the ground. His Strong Side Tilt staggers opponents, setting them up nicely for a stage hazard KO while they are forced to remain on the ground for a short time. This is especially effective on the Jungle and Sewer stages when the alligator stage hazard is about to attack.

Free-for-All Strategies

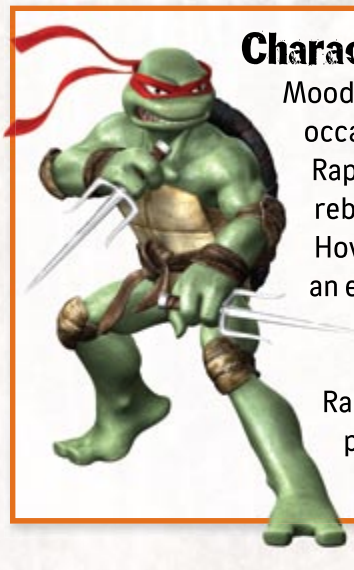
Against multiple opponents in a free-for-all battle, both of Ninja Rabbid's Down Smash attacks hit on either side of him. His Weak Down Smash is especially effective in a corner when all of the hits connect and inflict additional damage. His Strong Up Tilt also works well in a crowd and inflicts more damage in the corner or when he's surrounded by opponents. Be careful when using these attacks because they leave Ninja Rabbid vulnerable if they miss or are evaded. Stun an opponent before using the attacks, or wait until they're preoccupied with another player before attacking. Mix in his Aerial Attack to transition directly into a combo after jumping toward a crowd of opponents, as well as his Strong Side Smash from maximum range, and you'll have a winning strategy in free-for-all battles.

Best/Worst Match-up

The agile Ninja Rabbid excels against slower power characters. His speed and jumping ability give him a big advantage over the slow, lumbering power characters. He can use his jumping ability and Aerial Attack to jump in from a distance, start a combo, then jump away before the power character can counterattack. At a distance, he can use the Strong Side Smash or jump to the nearest wall and use a wall attack. His speed and jumping ability make it very difficult for power characters to connect with their damaging attacks.

When the Ninja Rabbid faces off against a long-range character, the tables are turned. Although he has a few attacks that can be used from a distance, they're relatively slow and are not his most effective attacks. This puts him at a big disadvantage against a long-range character. His only effective strategy is to close the distance with his impressive jumping ability and use his Aerial Attack to start a combo. However, if the long-range character has an attack that can knock Ninja Rabbid out of the air, even this strategy becomes difficult to execute. You must make every attempt to corner the long-range character, then move in and attack from close range to nullify their long-range abilities.

Raphael



Character Bio

Moody, temperamental, and occasionally irrational, Raphael is the most rebellious of the turtles. However, he fights with an emotion and fire few others can match. There is a fire inside Raphael that can be painful to those who ignite it.

Rating

Type: Power **Jump:** 7 **Speed:** 5
Power: 3 **Overall:** 1

Weak Attacks

Weak Attack



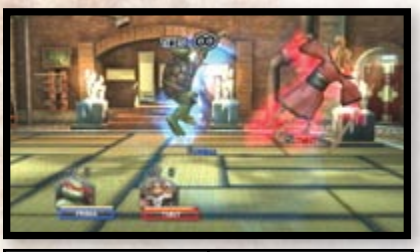
Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 80	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 100	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Diagonal Tilt Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

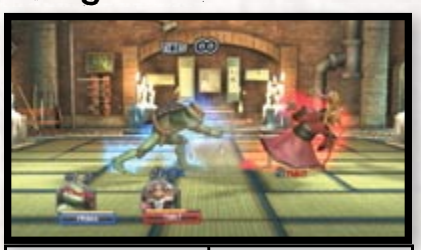
Diagonal Up Tilt Attack



Damage: 70	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: 1	

Up Smash Attack



Damage: 24	**Hits:** 4
Juggle: No	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 45	**Hits:** 5
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Back	

Side Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front	

Diagonal Up Tilt Attack



Damage: 85	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Universal Attacks

Rising Attack



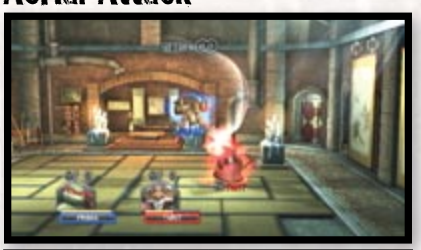
Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

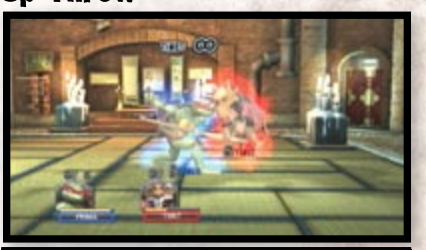
Throws

Throw



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 3
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (65 damage)



Weak Attack

Strong Attack

Weak Up Smash

True Combo (41 damage)



Weak Attack

Weak Attack

Weak Attack

NOTE

The third attack in this combo can be repeated endlessly by pressing Weak Attack repeatedly. However, only the initial attack in the endless barrage is part of the true combo. Any additional attacks are considered a broken combo.

True Combo (46 damage)



Weak Attack

Weak Attack

Strong Attack

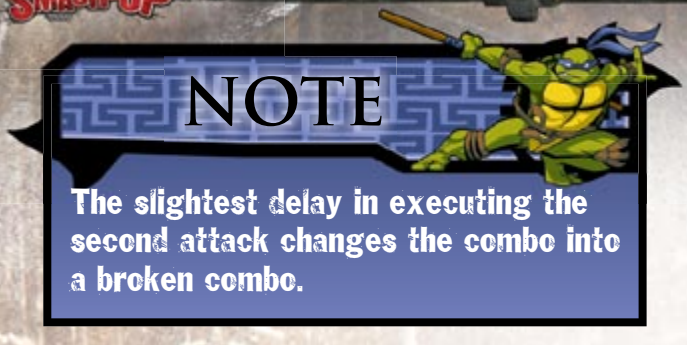
True Combo (34 damage)



Weak Attack

Strong Attack





General Strategies

Raphael is a difficult character to classify because he's relatively slow, doesn't have a lot of range on his attacks, and is not overly powerful. However, of those three traits, the power of his attacks outweighs his other attributes, classifying him as a power character. He's one of the few characters whose true combo that juggles is Weak Attack, Strong Attack instead of the more traditional Weak Attack, Weak Attack, Weak Attack juggle combo. When using this combo, make sure you do not delay the Strong Attack. If it's delayed even in the slightest, the opponent can block the second attack.

If an opponent is trapped in the corner, Raphael's Weak Attack combo comes in handy because it ends with a series of stabs with his sai. Press Weak Attack repeatedly until the character is put in an over stun state. It doesn't inflict a great deal of damage, but it pins the opponent down and prevents them from attacking.

Raphael has a few decent stun attacks, including his Weak Diagonal Tilt, Weak Side Smash, Strong Side Smash, and Strong Side Tilt. His Weak Diagonal Tilt puts the opponent in a normal stun, the Weak Side Smash results in a turnaround stun, and the other two attacks inflict a stagger stun. The Strong Side Smash is useful because it hits opponents on either side of Raphael and covers a decent amount of range. The Strong Side Tilt only hits in front of Raphael, but it has deceptively long range and can catch opponents by surprise.

If you're facing an opponent who likes to attack from the air, Raphael's Strong Up Tilt is a good anti-air attack that knocks opponents out of the air and inflicts considerable damage. It doesn't have a lot of range, but it executes quickly and can be used with a moment's notice.

Free-for-All Strategies

When surrounded by opponents in a free-for-all battle, Raphael can use his Strong Side Smash in additional to the standard Weak and Strong Down Smash attacks. All three attacks hit opponents on either side of Raphael, but the Strong Side Smash results in a stagger stun and is considered a long-range attack. If it's dodged early in the animation, it's difficult to counterattack because Raphael continues to move away from the opponent, attacking in both directions. Raphael's Strong Side Tilt is also useful against multiple opponents because of its deceptive range. Use it from maximum range to catch opponents off guard and leave them in a stagger stun.

Best/Worst Match-up

Raphael does not excel at any one combat ability, which makes him relatively weak against all three character classes. However, he is strongest when fighting against long-range characters. He has a few long-range attacks that allow him to go head to head with a long-range character. His Strong Side Smash is especially useful because it covers a good distance and attacks repeatedly as he closes in on the opponent. His Strong Side Tilt is also a good ranged attack to use against a long-range character.

Raphael is weakest against an agile character. He's one of the slower characters in the game, which makes it difficult for him to match-up against a quick, agile character. Most other power characters can make up for their lack of speed using the sheer power of their attacks, but even though Raphael is classified as a power character, he is arguably the weakest of the power characters. His only hope is to use his few ranged attacks in an attempt to keep the faster characters at bay.

Raving Rabbid

Character Bio



Rabbids used to be cute, cuddly, friendly creatures, but they trusted everyone and were the target of any and all jokes. After this trend continued for a long while, they went insane. Now the Raving Rabbids are bent on getting revenge on everyone who played jokes on them.

Rating

Type: Agile
Jump: 8
Speed: 7
Power: 5
Overall: 3

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



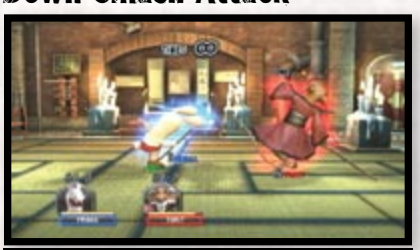
Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Back	

Side Smash Attack



Damage: 123	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front, Back	



This attack inflicts 123 damage if all three hits connect. However, under most circumstances only one hit connects, inflicting 60 damage.

Diagonal Tilt Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 65	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Up Tilt Attack



Damage: 35	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Side Tilt Attack



Damage: 80	**Hits:** 2
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Strong Attacks

Strong Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 120	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 71	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	



NOTE

This attack results in a normal stun on the first hit, and a stagger stun on the second hit.

Diagonal Up Tilt Attack



Damage: 27	**Hits:** 6
Juggle: Yes	**Stun:** No
Radius: Front	



Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



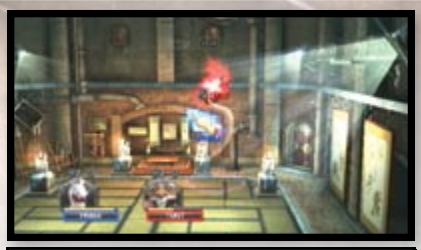
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



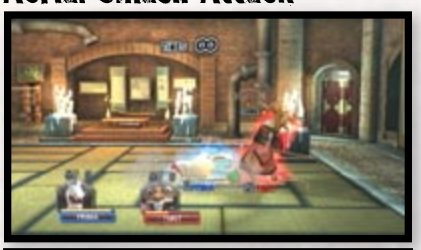
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Throws

Throw



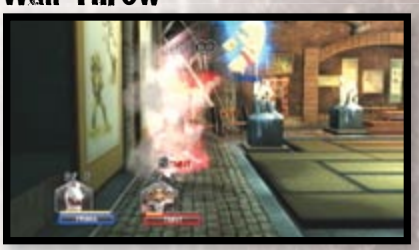
Damage: 100	**Hits:** 5
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	



Combos

True Combo (116 damage)



Weak Up Smash

Aerial Attack

Aerial Attack

Aerial Attack

Techable Combo (36 damage)



Weak Attack

Weak Attack

Weak Attack

NOTE

This combo does not connect if the opponent is near a wall or corner.

NOTE

The third attack in this combo places the opponent in an over stun and can be repeated endlessly by pressing Weak Attack repeatedly. However, only the initial attack in the endless barrage is part of the techable combo. Any additional attacks are considered a broken combo.



True Combo (46 damage)



Weak Attack

Weak Attack

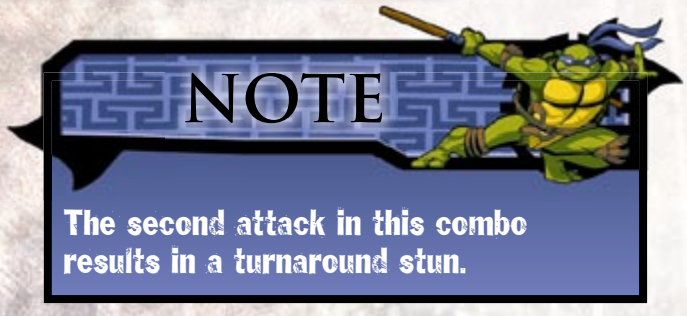
Strong Attack

Broken Combo (100 damage)



Weak Attack

Strong Attack



General Strategies

Raving Rabbid has a high jumping ability like the other Rabbids and can inflict a moderate amount of damage with unique attacks. But, aside from a few very positive points, he has a difficult time competing with many of the characters in the game. His Weak Attack combo ends with a continuous attack as long as you continue to press Weak Attack, and this works very well on an opponent trapped in a corner or near a wall. In addition, if you can catch a falling opponent in a corner or wall, the continuous attack becomes an infinite combo. The opponent never hits the wall or ground and they never enter a stunned state because they're falling, which means they can't tech out of the combo. It's extremely difficult to get an opponent trapped in the corner and falling to the ground as you're executing the final attack of Raving Rabbid's Weak Attack combo, but if the situation arises it's a guaranteed KO.

Raving Rabbid's Weak Side Smash also works well in a corner. In open space, only one or two hits connect for mediocre damage. However, in the corner, all three hits connect. Only use it when you're certain it will connect, if it's blocked or the opponent evades it Raving Rabbid is left vulnerable for a lengthy period.

When you're away from a corner, use the Weak Up Smash to knock an opponent into the air, followed by three Aerial Attacks for moderate damage. If you're near a wall, the Weak Up Smash slams the opponent against the wall, allowing them to tech and escape the rest of the combo. Raving Rabbid's Aerial Attack is unique in that he hovers in the air for a short time before falling to the ground. If you anticipate an opponent is going to attempt a throw, use an instant Aerial Attack by pressing Jump, then immediately pressing Weak or Strong Attack. You cannot be thrown while jumping and, when done with precise timing, it looks as if Raving Rabbid performs his Aerial Attack from the

ground, without jumping. You can also avoid throws and other attacks with Raving Rabbid's Strong Diagonal Up Tilt. A back dash beginning of the animation evades many attacks, but if it's blocked Raving Rabbid is vulnerable to a counter attack.

Use Raving Rabbid's Weak Down Smash as a ranged attack with deceptive reach. Raving Rabbid moves left and right multiple times in a wide arc before coming to a stop. If an opponent gets in the way while he's moving, it knocks them down. Raving Rabbid's Strong Side Tilt is another deceptive attack that includes two hits. If the first hit connects, it puts the opponent in a normal stun. If the second hit connects, it results in a stagger stun. The only downfall of this attack is that if the first hit connects, the stun is very short and the second hit is easily blocked. However, if used as an opponent is getting up off the ground, intentionally missing the first attack, it can catch players off guard, putting them in a stagger stun. This is especially effective if they're trying to escape a stage hazard as they're getting off the ground.

For anti-air tactics, Raving Rabbid can use his Strong Up Smash or Strong Up Tilt. The Strong Up Smash can be difficult to aim, but works well to knock opponents out of the air or off an aerial platform from maximum range. The Strong Up Tilt is a decent anti-air attack, but works even better to make your opponent think you're vulnerable when you're really not. At the end of the animation, Raving Rabbid appears to be helpless, but he can dodge or attack. Use this deception to dodge an opponent's counterattack and use a counterattack of your own. Be careful, though; if an opponent figures out what you're doing, it could leave you in a bad situation.



Free-for-All Strategies

Like every other character, Raving Rabbid's Weak and Strong Down Smash attacks hit opponents on either side of him, making them useful in a free-for-all battle. Raving Rabbid's Weak Down Smash has more range than most other characters as he moves back and forth across the screen in grand fashion. This attack works well to clear out a crowd of opponents or when used from maximum range. If you're surrounded, Raving Rabbid's Weak Up Tilt hits on either side of him, but it only hits behind him if the opponent is very close.

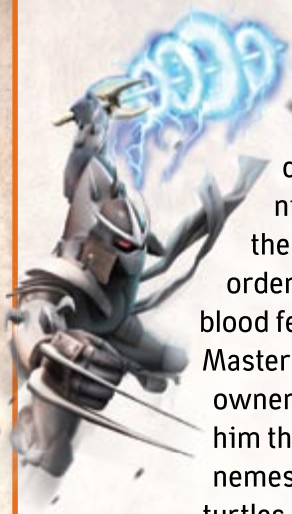
Best/Worst Match-up

There are no match-ups that are heavily in Raving Rabbid's favor, but he does have an advantage over long-range characters. He has a few deceptive attacks and one or two ranged attacks that help him face off against long-range characters. Use his Weak Down Smash from maximum range or use Raving Rabbid's high jump rating to quickly close in on an opponent and potentially trap them in a corner if they continue to move away in an attempt to keep you at a distance.

Raving Rabbid's worst match-up is against a power character. While Raving Rabbid is agile and one of the faster characters in the game, many of his attacks involve lengthy animations that leave him vulnerable for an extended period of time. This is the perfect opportunity for a power character to connect with an extremely damaging attack. If you remove these lengthy attacks from Raving Rabbid's arsenal, he isn't left with much defense, which makes this a very dangerous and uphill battle.

Shredder

Character Bio



Shredder is a skilled and dangerous ninja of the highest order. An old blood feud with Master Splinter's owner has made him the arch-nemesis of the turtles.

Rating

Type: Power
Jump: 5
Speed: 5
Power: 10
Overall: 6

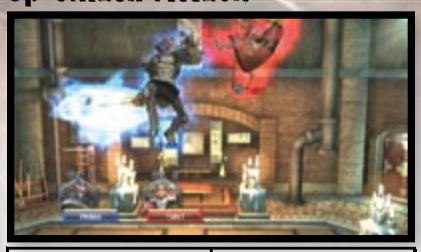
Weak Attacks

Weak Attack



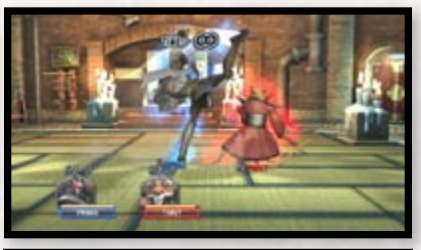
Damage: 22	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 88	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Up Tilt Attack



Damage: 110	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Down Smash Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



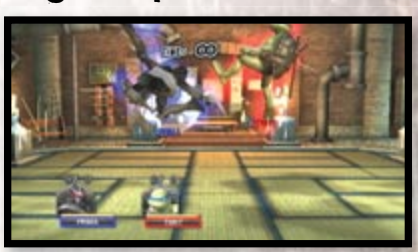
Damage: 121	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 88	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Diagonal Up Tilt Attack



Damage: 88	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

TEENAGE MUTANT NINJA TURTLES SMASH-UP

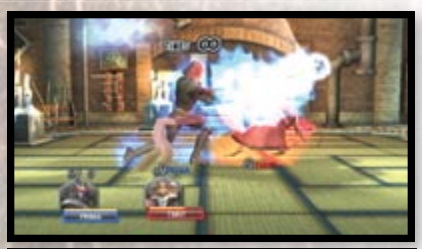
Strong Attacks

Strong Attack



Damage: 88	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Up Smash Attack



Damage: 400	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 99	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Down Smash Attack



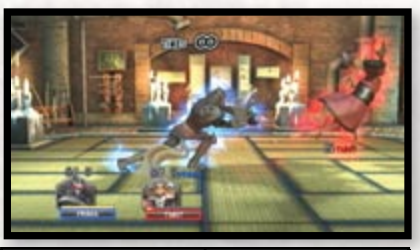
Damage: 66	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Smash Attack



Damage: 450	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 121	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 99	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Universal Attacks

Rising Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



Damage: 44	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 66	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 44	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 44	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Below	

Throws

Throw



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front125	



Combos

True Combo (46 damage)



Weak Attack



Weak Attack



Weak Attack

Broken Combo (131 damage)



Weak Attack



Weak Attack



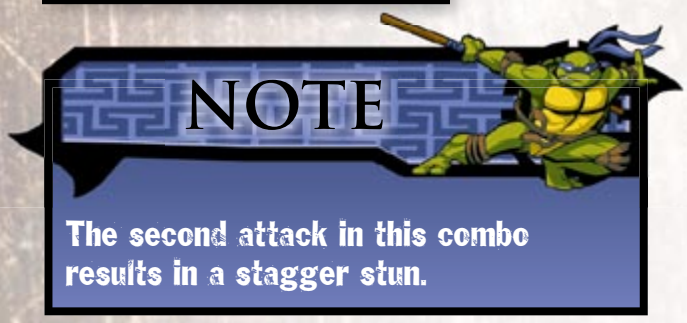
Strong Attack

True Combo (41 damage)



Weak Attack

Strong Attack



NOTE

The second attack in this combo results in a stagger stun.

General Strategies

Shredder is the definition of a power character. He can deplete 90 percent of an opponent's health with only two attacks, but he is also extremely slow and lacks range with many of his attacks. The two attacks that should be your primary focus with Shredder are his Strong Up Smash and Strong Side Smash. Shredder's Strong Up Smash inflicts 400 points of damage and his Strong Side Smash inflicts 450 points of damage. Every character has 1,000 hit points in a full health bar, which means landing just one of these attacks will put you in a very good position.

The problem is that both of these attacks take a considerable amount of time to execute, giving opponents plenty of time to see them coming and avoid getting hit. The best way to give these attacks a chance to connect is to execute them after an opponent has been knocked to the ground. Use Shredder's Weak Up Tilt near a corner to knock an opponent down. Make sure you're far enough away from the corner that the opponent's Rising Attack will miss Shredder, but close enough that his Strong Side Smash will reach them. Immediately execute the Strong Side Smash following the Weak Up Tilt and, with proper timing and spacing, the attack will connect with the opponent as soon as they get off the ground. Even if the opponent tech rolls or gets up with a Rising Attack, the Strong Side Smash will still connect. The only way an opponent can avoid it in this situation is to either remain on the ground or use a precisely timed dodge as soon as they get up. This same setup works with the Strong Up Smash, but you have to delay slightly after the Weak Up Tilt to get the proper timing. It's not a guaranteed hit, but it's well worth the effort.

Beyond Shredder's ridiculously damaging attacks, use his Weak Up Smash or Strong Up Tilt to knock opponents out of the air or hit opponents on a platform above him. His Weak Up Smash can be used to hit opponents directly in front of him, too. Shredder's Weak Diagonal Tilt is a good attack because it stuns opponents, allowing him to follow up with a Weak Attack combo. His Weak Side Smash has very good range and should be used frequently at maximum distance to catch opponents off guard. His Strong Diagonal Tilt can jump over some short range attacks and inflicts a stagger stun.

Use Shredder's basic Strong Attack in a corner, which results in a turnaround stun. Immediately following the stun, mix up between a throw and Shredder's Weak Attack. Although Shredder is a slow-moving character, his Weak Attack executes very quickly. In fact, if you have an opponent trapped in a corner, you can use Shredder's Aerial Attack just before landing from a jump, then follow it with an immediate Weak Attack combo. When executed with proper timing, the opponent cannot block the Weak

Attack combo. This does not work outside a corner because the opponent is pushed too far away from Shredder for the Weak Attack combo to connect.

Free-for-All Strategies

Battles against multiple human opponents is where Shredder shines. His insanely damaging Strong Up Smash and Strong Side Smash can potentially hit with very little warning when two opponents are fighting each other. It will get to the point where every other player will be keeping one eye on Shredder and one eye on their immediate opponent to ensure they have time to escape one of his damaging attacks. However, even in this situation, if an opponent is in the midst of getting hit with a combo, it's impossible to evade Shredder's blindside attack. Take note that, unlike most other Strong Down Smash attacks, Shredder's does not hit behind him despite the way the animation looks.

Best/Worst Match-up

Hands down, Shredder's best match-up is against another power character. Shredder is by far the most powerful character in the game, which gives him an advantage over every other power character. In addition, most power characters are relatively slow. This makes it easier for Shredder to connect one of his super-damaging attacks and quickly end the battle.

On the opposite side of the coin, Shredder has a tough time against agile opponents. It's nearly impossible to connect with either of Shredder's hard-hitting attacks against fast opponents. Even if you connect one, it's very unlikely the opponent will remain still long enough to connect with a second. Shredder's general lack of range also allows agile opponents to use hit-and-run tactics, moving in to attack Shredder, then quickly moving away before he can properly counterattack.

Splinter



Character Bio

As far as giant anthropomorphic rats go, this one is one bad dude. After the murder of his Master, Splinter was forced to roam the sewers of New York City, where he found and later trained the turtles to be ninja warriors. Despite his soft-spoken manner, Master Splinter still has the power to lay a smash down when necessary.

Rating

Type: Agile | **Jump:** 7 | **Speed:** 5
Power: 3 | **Overall:** 5

Weak Attacks

Weak Attack



Damage: 30	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 90	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Up Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Down Smash Attack



Damage: 80	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 68	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 92	**Hits:** 2
Juggle: Yes	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 60	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

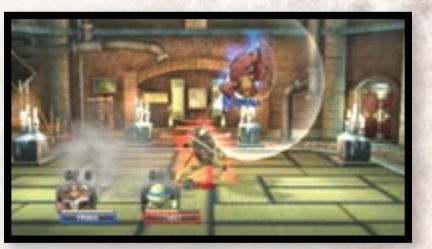
Strong Attacks

Strong Attack



Damage: 90	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack

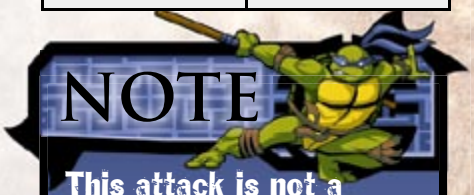


Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Back	

Up Tilt Attack



Damage: N/A	**Hits:** N/A
Juggle: N/A	**Stun:** N/A
Radius: N/A	



NOTE

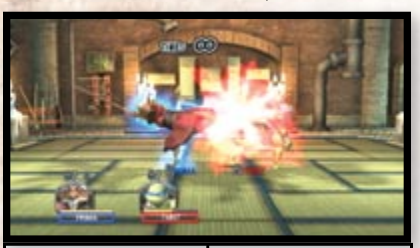
This attack is not a physical attack and does not inflict damage, hit an opponent, or have an attack radius.

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 97	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Diagonal Up Tilt Attack



Damage: 85	**Hits:** 2
Juggle: No	**Stun:** Yes (Stagger)
Radius: Front, Back	

Universal Attacks

Rising Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back	

Dash Attack



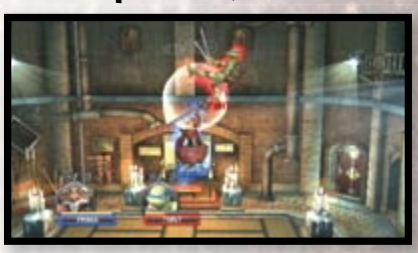
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 70	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back, Below	

Throws

Throw



Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Combos

True Combo (61 damage)



Weak Attack



Weak Attack



Weak Attack

True Combo (61 damage)



Weak Attack

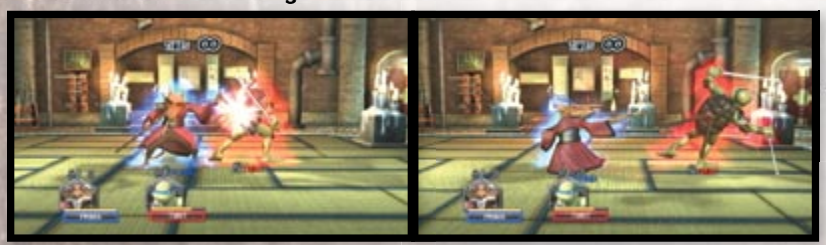


Weak Attack

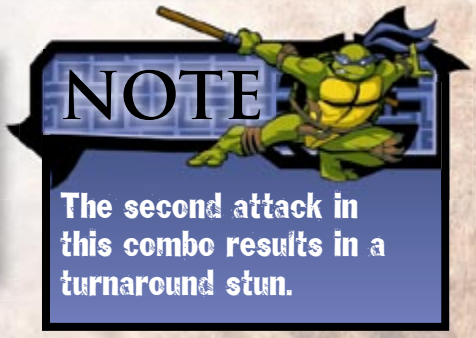


Strong Attack

True Combo (58 damage)



Weak Attack **Strong Attack**



General Strategies

Splinter is an agile character, but could almost be classified as a power character. He's not as fast and he's a bit more powerful than the other agile characters, but he's not quite as powerful as most of the power characters. He must rely on a combination of his speed and power to overcome opponents.

Splinter does not have many attacks that stun, and he primarily relies on strong single-hit attacks. However, he does have two attacks that stun, and these should be worked into your offense. Weak Up Tilt and Strong Up Smash both stagger opponents if they connect. Strong Up Smash is a unique attack that should be mixed up with Strong Up Tilt to confuse opponents.

In both attacks, Splinter creates a small smoke screen then jumps into the air. During the Strong Up Smash version, Splinter hits the opponent with a downward swing that staggers. The Strong Up Tilt version is basically an alternate way to jump. Splinter can use any aerial attack after jumping into the air. The initial jumping animation is identical during both attacks, which means that your opponent cannot tell which version of the attack you're using. As soon as Splinter jumps, the opponent must wait before attacking. If they attack, they can be hit by the Strong Up Smash version. If you use the Strong Up Tilt variation, Splinter can wait until very late in the jump to attack, so opponents have to wait until Splinter lands.

Unfortunately, both of these attacks are vulnerable at the very beginning of the animation. If an opponent is trying to attack as Splinter starts either attack, he can be hit easily. The attack also follows a set arc through the air and is meant to jump over an opponent, so if you're too far away from the opponent, the Strong Up Smash version will miss.

Splinter's basic Strong Attack and Strong Side Tilt knock opponents across the stage and are good for potentially scoring a ring out if you're near the edge of a ring out stage. His Strong Attack doesn't have a lot of range, but it works very well after dodging an attack. Splinter's Strong Side Tilt covers a lot of ground and can be used at maximum range to catch opponents off guard.

Free-for-All Strategies

Splinter does surprisingly well against multiple opponents. Many of his attacks knock opponents across the stage, clearing out a crowd. His basic Strong Attack and Strong Side Tilt both serve this purpose well. In addition, his Strong Side Tilt has very good range, making it useful as you're closing in on a group of opponents. Splinter's Weak and Strong Down Smash attacks hit opponent on either side, along with his Weak Up Smash. If you're surrounded, you can also use Splinter's Strong Up Smash to jump out of the crowd and attack simultaneously.

Best/Worst Match-up

Master Splinter excels when facing off against power characters. His movement speed is equal to or greater than most of the power characters, and he inflicts enough damage with his attacks to hold his own. Power characters generally lack range, meaning they must get close to Splinter. This benefits the turtles' master because many of his attacks are short range and knock an opponent across the screen, forcing power characters to start their offense over from scratch.

Splinter has a hard time against long-range characters. Many of his attacks have a very short range, and his lack of speed makes it difficult to get inside and connect with these attacks. Even if he manages to get close, many of his attacks knock opponents away, putting long-range characters right where they want to be. His few long-range attacks, such as his Strong Side Tilt, are not enough to hold off characters with superior range and a wider variety of long-range attacks. You'll have to play very defensively and wait for the long-range character to make a mistake before attacking.

Splinter Rabbid

Character Bio



Rabbids used to be cute, cuddly, friendly creatures, but they trusted everyone and were the target of any and all jokes. After this trend continued for a long while, they went insane. Now the Raving Rabbids are bent on getting revenge on everyone who played jokes on them. This particular Rabbid has added several props to his attire to mimic the look of Sam Fisher from *Splinter Cell*.

Rating

Type: Agile **Jump:** 10
Speed: 6 **Power:** 6
Overall: 1

Weak Attacks

Weak Attack



Damage: 20	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 70	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Stagger)	

Up Tilt Attack



Damage: 80	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Down Smash Attack



Damage: 150	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back	

Side Smash Attack



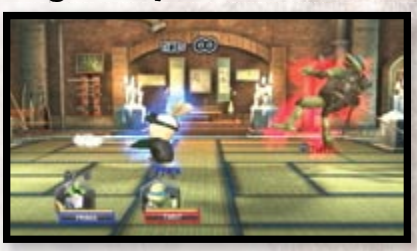
Damage: 100	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

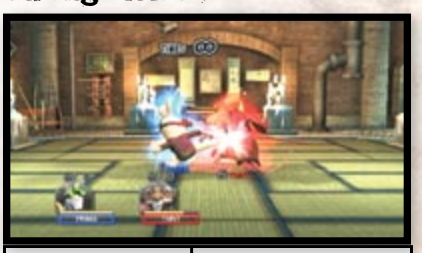
Diagonal Up Tilt Attack



Damage: 85	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Strong Attacks

Strong Attack



Damage: 60	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Up Smash Attack



Damage: 30	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Up Tilt Attack



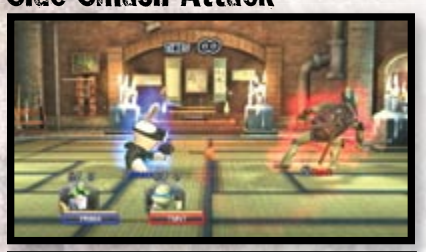
Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 81	**Hits:** 3
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 75	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Diagonal Up Tilt Attack



Damage: 70	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front, Back	

Universal Attacks

Rising Attack



Damage: 50	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Dash Attack



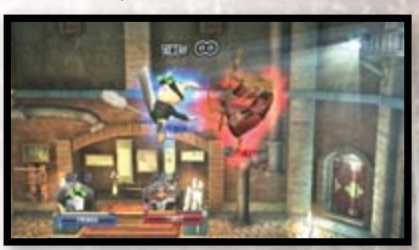
Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Aerial Up Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Above	

Aerial Smash Attack



Damage: 40	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front, Back, Below	

Throws

Throw



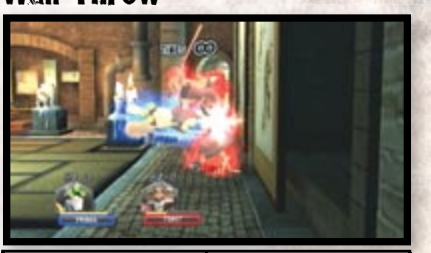
Damage: 100	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front	

Up Throw



Damage: 90	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Wall Throw



Damage: 120	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front	



Combos

True Combo (42 damage)



Weak Attack

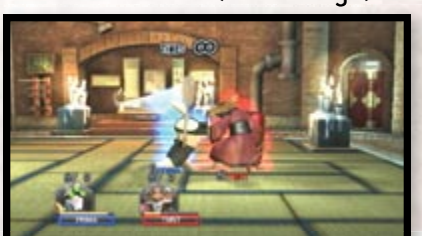


Weak Attack



Weak Attack

Techable Combo (44 damage)



Weak Attack



Weak Attack



Strong Attack

True Combo (65 damage)



Weak Attack

Strong Attack



NOTE

The second attack in this combo is a two-hit attack in which the first hit results in a stagger stun, creating a true combo with the third hit.

General Strategies

Splinter Rabbid is very agile and has the best jump rating in the game, but he's lackluster in every other way. He only has a handful of attacks that stun, including his Weak Up Smash, which results in a stagger stun, and his basic Strong Attack, which leaves opponents in a turn around stun. Neither of these attacks lead to any guaranteed damage. The Weak Up Smash has the potential to force opponents into a deadly stage hazard, and the Strong Attack places the opponent in a guessing game between blocking and attempting to evade an attack, but nothing that leads to inescapable damage.

His Weak Down Smash is unique because Splinter Rabbid puts a mine on the ground, then jumps back just before it explodes. It has moderate range and hits on either side of Splinter Rabbid, but it suffers from the same problem as many of his other attacks: It executes slowly and he has a lengthy recovery time following the attack. If the attack misses or the opponent sees the attack coming and evades it, Splinter Rabbid is left vulnerable for a significant amount of time.

Splinter Rabbid has two projectile attacks: Strong Up Smash and Strong Side Smash. The Strong Up Smash is only useful to knock opponents out of the air and does not hit opponents on either side. The Strong Side Smash has good range and is useful at maximum range, but because Splinter Rabbid shoots three times with his gun, it suffers from a long recovery time that leaves him vulnerable if the attack misses.

Rounding out Splinter Rabbid's problems is his severe lack of range. Other than his projectile attacks, he has to be very close to opponents to hit them with many of his attacks. Even his Strong Down Smash that's typically used to clear out a crowd of opponents has virtually no range. If the opponent isn't right on top of Splinter Rabbid, the attack will miss.

Almost every match is an uphill battle, and to be effective with Splinter Rabbid you'll need to use his superior jumping abilities to get in close to opponents, strike quickly, and jump away. It won't be easy, but it's the only advantage Splinter Rabbid has going for him.

Free-for-All Strategies

Splinter Rabbid has a hard time against a single opponent, and these issues continue against multiple opponents. His Weak and Strong Down Smash attacks both lack range. If the opponents are not right on top of Splinter Rabbid, his Weak Down Smash will not hit them. While his Strong Down Smash has a little more range, it has a lengthy start-up and recovery time. It's easier to hit in a crowd, but Splinter Rabbid's animation during the attack makes it very clear that his Strong Down Smash is coming. Your best bet is to use his Weak and Strong Diagonal Up

Tilt attacks to hit opponents on either his, or his excellent jumping ability to get away from a crowd of opponents and use his Strong Side Smash projectile attack from maximum range.

Best/Worst Match-up

Splinter Rabbid does not match up well against any of the character types, but his best match is against power characters. His jumping ability allows him to evade most of the slower power characters' attacks. Their slow attack speed also puts him on equal ground because his own attacks are slow and have a short attack radius. The power of his attacks is also relatively high for a character who isn't classified as a power character, which gives him the best chance of taking out a power character.

Long-range characters are very difficult for Splinter Rabbid to contend with. He has very limited long-range attacks that do not compare to the ranged attacks of long-range characters. Using his jumping ability to get away only puts them in an even better attack position. Instead, use his jumping ability to get in close to the opponent and stay as close as possible to keep them at a disadvantage.

Utrominator

Character Bio



Mysterious and lethal, the Utroms, originally a peaceful alien race, were turned into deadly robots of destruction by the evil Shredder.

Rating

Type: Power
Jump: 6
Speed: 3
Power: 8
Overall: 7

Weak Attacks

Weak Attack



Damage: 24	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front	

Up Smash Attack



Damage: 90	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front	

Up Tilt Attack



Damage: 90	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Down Smash Attack



Damage: 64	**Hits:** 4
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 120	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Diagonal Tilt Attack



Damage: 96	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Above	

Diagonal Up Tilt Attack



Damage: 83	**Hits:** 1
Juggle: Yes	**Stun:** No
Radius: Front	

Strong Attacks

Strong Attack



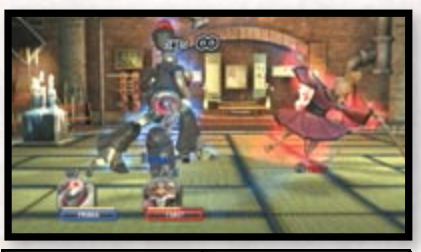
Damage: 96	**Hits:** 1
Juggle: No	**Stun:** Yes
Radius: Front	

Up Smash Attack



Damage: 163	**Hits:** 2
Juggle: No	**Stun:** No
Radius: Front, Back, Above	

Up Tilt Attack



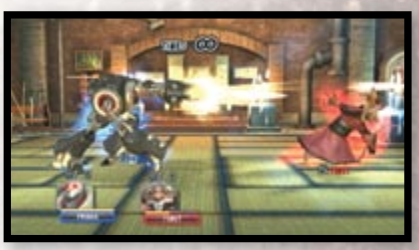
Damage: 108	**Hits:** 1
Juggle: No	**Radius:** Front
Stun: Yes (Turn Around)	

Down Smash Attack



Damage: 60	**Hits:** 1
Juggle: No	**Stun:** No
Radius: Front, Back	

Side Smash Attack



Damage: 225	**Hits:** 6
Juggle: No	**Stun:** No
Radius: Front	

Side Tilt Attack



Damage: 118	**Hits:** 2
Juggle: No	**Stun:** Yes
Radius: Front	



NOTE

This attack only stuns when the first hit connects. The second hit does not stun.

Diagonal Up Tilt Attack



Damage: 122	Hits: 2
Juggle: No	Stun: Yes
Radius: Front, Back	

Dash Attack



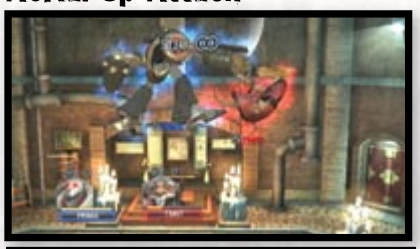
Damage: 48	Hits: 1
Juggle: Yes	Stun: No
Radius: Front	

Aerial Attack



Damage: 72	Hits: 1
Juggle: No	Stun: No
Radius: Front	

Aerial Up Attack



Damage: 48	Hits: 1
Juggle: No	Stun: No
Radius: Above	

Aerial Smash Attack



Damage: 48	Hits: 1
Juggle: No	Stun: No
Radius: Front, Back, Below	



NOTE

You must be near a corner for both hits to connect. If only one hit connects the damage is 72.

Universal Attacks

Rising Attack



Damage: 72	Hits: 1
Juggle: No	Stun: Yes
Radius: Front, Back	

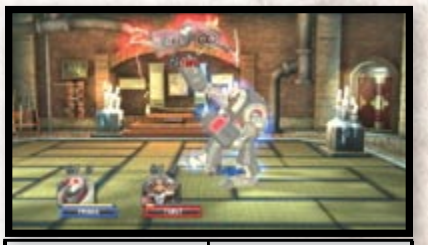
Throws

Throw



Damage: 100	Hits: 3
Juggle: No	Stun: No
Radius: Front	

Up Throw



Damage: 85	Hits: 6
Juggle: Yes	Stun: No
Radius: Front	

Wall Throw



Damage: 120	Hits: 1
Juggle: No	Stun: No
Radius: Front	

Combos

True Combo (55 damage)



Weak Attack

Weak Attack

Weak Attack

Broken Combo (89 damage)



Weak Attack

Weak Attack

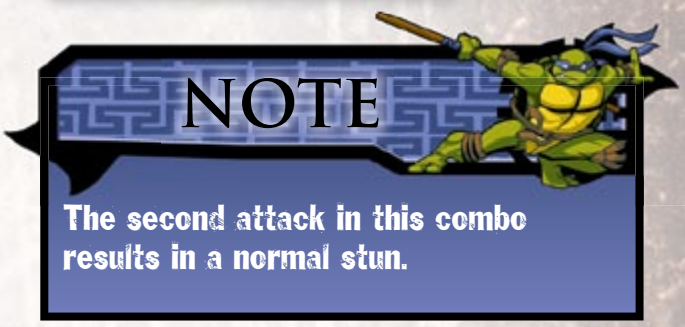
Strong Attack

Broken Combo (108 damage)



Weak Attack

Strong Attack



General Strategies

Utrominator is one of the most powerful characters in the game, but also one of the slowest. He also has a unique variety of attacks that combines range, power, and guard-breaking ability to create a fearsome opponent. Your primary focus with Utrominator should be to corner your opponent. Once an opponent is cornered, Utrominator's best attacks are revealed. His Weak Attack, Weak Attack, Strong Attack combo ends with a multiple hit attack. With most other characters, this combo shouldn't be used often because the last hit is easily evaded if the first two are blocked. However, in Utrominator's case, this is a good thing because if the entire combo is blocked it breaks your opponent's guard even if they have a full guard meter. If your opponent has already been blocking, it may break their guard even earlier in the combo.

Most players will roll or dodge to avoid the third hit of a Weak Attack, Weak Attack,

Strong Attack combo. But in the corner, if an opponent dodges or rolls, they'll get hit by the multi-hit attack at the end of the combo. It lasts long enough that it ends just as the opponent comes out of their roll and connects in the brief moment they are unable to block. It puts the opponent in a very dangerous situation because blocking the combo leads to a guard break that stuns them and allows Utrominator to use a combo. If they dodge or roll, they still get hit by the last attack. It's a losing scenario in which the only way out is to dodge immediately after blocking the second attack in the combo. This creates a guessing game between finishing the combo or only using the first two hits, then waiting for the evasion attempt and attacking while the opponent is vulnerable.

In addition to this combo, Utrominator's Weak Down Smash and Strong Up Smash work well in the corner. Both are multi-hit attacks that will hit more times in the corner, inflicting additional damage. His Strong Side Smash also works best in the corner for maximum hits and damage, but it's a projectile attack that can be used from maximum range, too. This adds a little bit of range to Utrominator's move list and makes it harder for opponents to run away despite his slow movement speed.

Utrominator also has a few good attacks that stun. His basic Strong Attack stuns, while his Strong Up Tilt results in a turnaround stun. His Strong Side Tilt is a two-hit attack that stuns on the first hit, but unfortunately there's no way to stop the second hit from executing to start a combo after the stun. His Weak Up Tilt also stuns, but it's a very short stun. Because many of Utrominator's attacks are slow to execute, he cannot follow this stun with a combo or even a mix-up between a throw and an attack.

Rounding out Utrominator's offense is his Weak Side Smash. It's one of his few long-range attacks and should be used from maximum distance. Couple this with his Strong Side Smash to force opponents to back up and potentially get cornered. When it's used from maximum range, an opponent's best option is to back away. If they dodge or jump over the attack, Utrominator is far enough away that they won't be able to effectively counterattack. Force them into a corner, then employ Utrominator's bread-and-butter corner tactics to crush your opponents.



Free-for-All Strategies

Utrominator has many good tactics at his disposal, but few of them transfer well to a free-for-all battle against multiple opponents. His Weak and Strong Down Smash hit opponents on either side of Utrominator, but his Strong Down Smash only hits opponents behind him if they're very close to him. His Weak Down Smash is most effective in the corner. Getting opponents to the corner



when fighting against a group can be relatively difficult, which also lowers the effectiveness of Utrominator's Strong Up Smash and Strong Side Smash. However, his Strong Up Smash can hit opponents behind him on occasion, and his Strong Side Smash is a long-range attack that can be used from a distance. Long-range attacks work well against multiple opponents, which also caters to Utrominator's Weak Side Smash. If you're in a crowd of opponents, unleash Utrominator's Weak Attack, Weak Attack, Strong Attack combo. It works best in a corner, but the final attack of the combo hits opponents on either side of Utrominator, making it useful in a crowd.

Best/Worst Match-up

Utrominator's best match-up is against a long-range character. He has good ranged attacks that allow him to fight well from a distance. He can also push long-range characters back into a corner as they back away to avoid Utrominator's ranged attacks and to get to their maximum range as Utrominator pushes forward. Once his opponent is cornered, Utrominator has the upper hand and it will be difficult for the opponents to get out of the corner and back to their ideal fighting distance.

The tables are turned when Utrominator battles against agile characters. He is the slowest character in the game and excels when fighting a cornered opponents. These two factors make it extremely difficult for Utrominator to fight well against an agile opponent. Agile characters easily move away from the much slower Utrominator and have few issues escaping from a corner. Even Utrominator's long-range attacks are fairly useless against a fast, agile character. Your only hope is to play defensively and hope your opponent makes a mistake so you can take advantage of Utrominator's superior attack power.



Stages

Each stage in *Teenage Mutant Ninja Turtles: Smash-Up* is unique in its own way. Learning the ins and outs of each stage can give you a big advantage in a battle. There are also many stages that have various hazards and danger zones that should be avoided at all costs.

Stage Info

Size: There are small, medium, and large stages. This attribute indicates the size of each stage or a specific tier within a stage.

Danger Zone: A danger zone is any area where a stage hazard can damage a player. This attribute indicates whether a danger zone is present in a stage.

Stage Hazard: A stage hazard is an attack initiating from the stage instead of a character. This attribute indicates whether a stage hazard is present in a stage.

Tiers: Any stage that transitions to multiple individual sections is considered a multi-tier stage. The number of tiers in a stage is represented by this figure.

Levels: Any stage or tier with multiple platforms characters can stand on is a multi-level stage. For example, a stage with two levels generally consists of a bottom level that makes up the ground and an aerial platform in the middle of the stage. A single level may consist of multiple aerial platforms if all platforms are at the same height. This attribute indicates how many levels are in each tier of a stage.

Ring Out: Any stage or tier within a stage where a character can be KO'd by falling out of the stage is considered a ring out stage.

Stage Strategies

Castle



Tier 1



Tier 2

Size: Large (Tier 1) / Medium (Tier 2)	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 2	**Levels:** 3
Ring Out: Yes	

The Castle stage consists of two tiers, but for the most part both tiers are relatively simple. The first tier consists of a large three-level stage. There are no walls in this tier and no edges to hang on to if you fall off. If you get caught over the side of the castle, you'll fall to a KO, so be careful and try to stay around the middle of the stage unless you're edgeguarding. After

approximately 20 seconds, one of the fireworks hits the castle, setting it on fire. From this point until the stage shifts to the second tier, fire spawns along the three levels of the first tier and the levels collapse one by one, starting with the top level and working down to the bottom level. If you're caught in the fire, you'll take moderate damage until you move. When the first tier completely collapses, you do not take any damage as you fall.



One of the fireworks ignites the castle...



...and fires break out on each level...

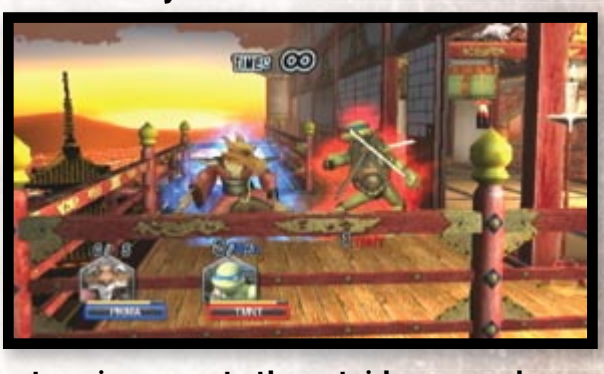


...followed by the collapse of each level starting at the top of the castle.

The second tier consists of a smaller, single level building. When you first fall to the second tier, a suit of samurai armor is sitting in the middle. This can be broken with a single attack and otherwise does not serve much purpose. Initially, the inside area of the second tier is enclosed by doors on either side. You can wall cling to the inside of the walls here, and attack the doors on either side to gain access to the outside area. Once you have access to the outside area, you can knock an opponent off the edge to his doom. It is not possible to grab the edges of the castle or wall cling to the outside of the walls. Make sure to quickly remove the doors to allow for a larger battle area and the ability to ring out your opponent.



Knock away the doors...



...to gain access to the outside area and potentially ring out your opponent.

Cruise Ship



Tier 1



Tier 2

Size: Large (Tier 1) / Small (Tier 2)	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 2	**Levels:** 1
Ring Out: Yes	

The Cruise Ship stage consists of two tiers: The bow (front side) of a large cruise ship and the top of a huge whale. You alternate between tiers about once a minute. The tier where the battle begins is one of the largest single-level stages in the game. The left side of the ship serves as a wall that can be used to wall cling, while the right side of the ship is considered a danger zone. The ship is sailing through shark-infested waters; if you fall off the right side and land in the water, the sharks will instantly KO your character. You can hang on to the edge of the ship on the right side, but it's a dangerous place to be—so stay around the middle or left side of the ship until the stage shifts to the second tier. The ship is large enough to provide plenty of room to maneuver around opponents without getting close to the right side of the ship.

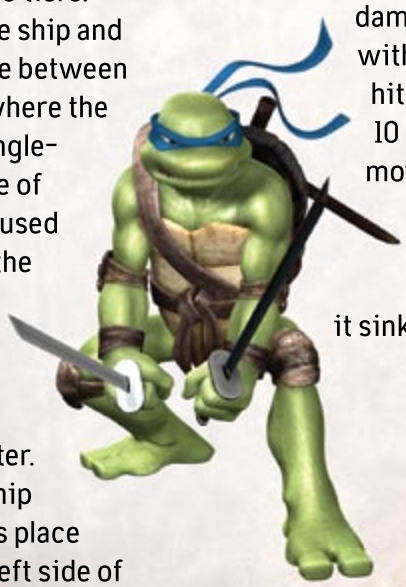


If you fall into the water...



...it will be an instant KO from the surrounding sharks.

After you're on the ship for approximately one minute, the camera zooms out to reveal an iceberg to the far right. Quickly move away from the right side of the ship to avoid taking damage when the ship collides with the iceberg. When the ship hits the iceberg, you have roughly 10 seconds to vacate the ship and move to the whale that appears on the right side of the stage. If you stay on the ship, it will instantly KO your character as it sinks to the bottom of the ocean.



TIP

After the ship collides with the iceberg, be careful not to move to the right too quickly. The iceberg destroys the platform that makes up the front of the ship, removing the ability to grab the edge if you are about to fall into the shark-infested waters. With nothing to grab on to, you'll be in trouble if you vacate the ship before the whale appears.



Before the ship hits the iceberg, you can hang on to the right edge...



...but after the collision there's nothing left to hang on to!

Once you're on the whale, be extremely cautious not to venture too far to the right. The sharks still infest the waters and will not hesitate to snatch your character right off the whale's back if you get too close to the water. Stay near the middle to avoid an instant KO. This forces you to battle in extremely tight quarters because the whale is the smallest stage in *Smash-Up*. Be careful not to fall off the left side of the whale because you cannot grab on to the edge to save yourself from a shark KO. Stay around the whale's blow hole to remain as safe as possible.

After you're on the whale for a short time, it uses its blow hole to shoot water straight up into the air. The water that shoots out does not inflict any damage and is generally safer than remaining on top of the whale. It also presents a good opportunity to attack an opponent from an aerial position. If your opponent stays on the whale, you'll have plenty of time to plan your attack as you drop from the top of the stage back down to the whale's back.



Use the blow hole to stay safely out of the water...



...and launch a deadly aerial assault against your opponents!

Just before the stage transitions back to the cruise ship, the whale shoots water out its blow hole a second time. This time, it's mandatory that you jump into the stream of water and let it carry you to the top of the stage where the ship is waiting. Jump off the water to the left to reach the ship. Once the whale has started shooting

water a second time, you have approximately 10 seconds to move up to the ship before the whale goes underwater and the sharks instantly KO any characters who remain on the whale's back.

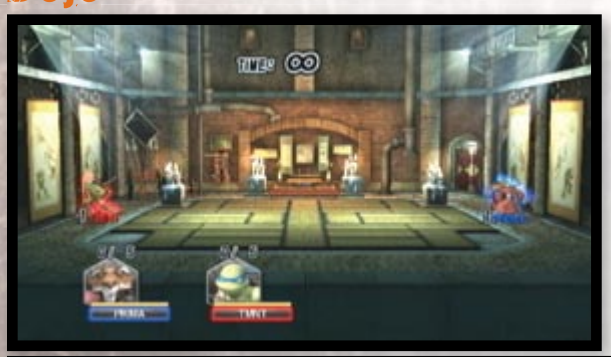


Use the stream of water to reach the top of the stage...



...then jump to the left to reach the ship.

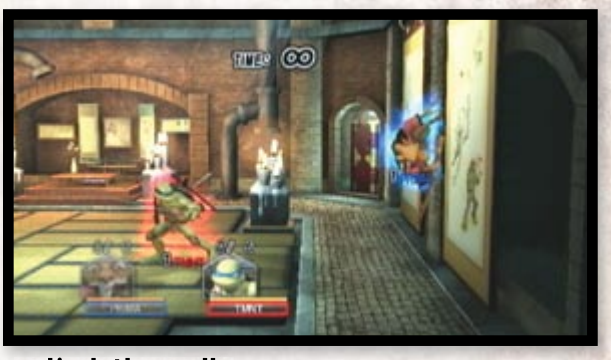
Dojo



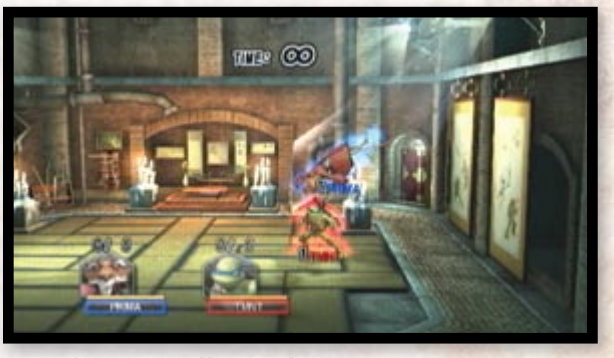
Size: Small	
Danger Zone: No	**Stage Hazard:** No
Tiers: 1	**Levels:** 1
Ring Out: No	



If an item appears on the opposite side of the stage...



...climb the wall...



...and use a wall attack...



...to quickly reach the item.

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The Dojo stage is about as basic and straightforward as stages in *Smash-Up* get. It consists of a single room with a wall on either side. There are no danger zones or stage hazards. This is also one of the smaller stages, meaning you have less room to move around. Because there's only one level, it is difficult to stay away from your opponents, especially in a four-player battle royal. As a single-level stage, this also means that items almost always go to the closest player when they appear. However, you can climb either wall and use a wall attack to reach the opposite side of the stage if an item appears far away from you.

Enemy Base



Tier 1



Tier 2

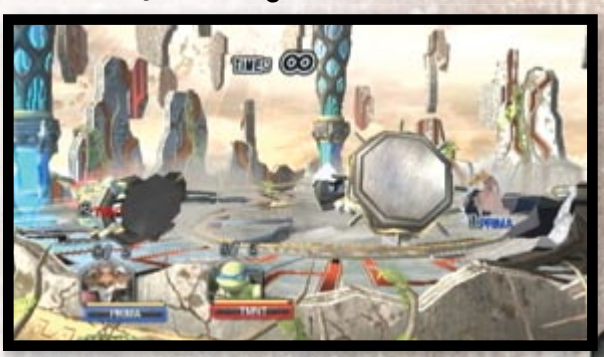
Size: Small (Tier 1) / Large (Tier 2)	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 2	**Levels:** 2
Ring Out: Yes	

The first tier of the Enemy Base stage consists of a small, single-level area with two large pillars on either side. After approximately 30 seconds, each pillar collapses one at a time, then the floor collapses. The order the pillars collapse in is random, but the camera zooms out before the first pillar collapses to give you an early warning. You cannot wall cling to either pillar, and if you're under them when they fall you will take damage. You cannot block the pillars to avoid taking damage, but you can evade them by dodging or rolling.

Pay close attention to your opponents when the pillars begin to fall. If they try to jump out of the way, you can catch them with an attack while they're running away. Either your attack will connect or the opponent will be hit by a pillar. If they attempt to dodge in the air, attack them immediately after they dodge. To avoid leaving yourself open to an attack as the pillars collapse, stand your ground and time a dodge or roll to evade the pillars at the last possible moment. In the short time after the pillars have fallen and before the floor collapses, you can knock opponents off either end of the stage as a ring out. There's no edge to grab on to, which makes it difficult to avoid a ring out once you've been knocked off the edge. When the floor collapses, you do not take any damage as you fall to the second tier.



When the pillars begin to fall...



...dodge or roll to avoid getting hit.

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The second tier of the Enemy Base stage is a much larger room with a small aerial platform creating a second level in the middle of the stage. Just below the platform, in the center of the bottom level, is a glowing orb. Hitting the orb causes screens to appear at the top of the stage that cycle through each character. Once a character has been selected, a laser powers up, targets the selected character, and fires. You cannot block the laser, and it's very difficult to jump out of the way, but it is possible to roll or dodge to avoid it. It is also possible to hit the orb again before the laser fires to reset the targeting sequence. If an opponent is targeted by the laser, stay close to them and attack as soon as they're hit. They will have a very difficult time defending against your attack in this situation.



Hit the orb in the middle of the bottom level...



...to send the laser after a randomly selected target.

You also can use items to hit the orb in the middle of the stage. Hit it as often as possible to keep your opponents on their toes, but be ready to evade the laser if it targets your character. Five laser attacks can KO any character. Even if your opponent is skilled at evading the laser, it's a good distraction that may leave him vulnerable to attack while he's focused on dodging the laser.

Garbage Dump



Size: Small	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 1
Ring Out: No	



Watch for the smaller debris...



...that indicates where the larger debris is about to fall.

The Garbage Dump is another small stage, but it's one of the most hectic stages in the game. Two large piles of garbage create walls on either side of the stage. You can wall cling to either pile and there's no ring out danger. At first glance, it may

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seem like the Garbage Dump stage is extremely basic; however, when either garbage pile shakes, debris rains down from above. Smaller pieces of debris fall first. They don't inflict any damage, but they indicate where the large debris is about to fall. Shortly after the small debris falls, two to three pieces of large debris fall. You cannot block the large debris, but you can avoid it by rolling or dodging. It's possible to evade the large debris with a jump, but it's much harder than evading with a roll or dodge. This is the only hazard in the Garbage Dump, but the debris rains down every five to 10 seconds, making it a constant nuisance.

Jungle



Tier 1



Tier 2

Size: Small (Tier 1) / Large (Tier 2)	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 2	**Levels:** 1 (Tier 1) / 3 (Tier 2)
Ring Out: No	

The first tier of the Jungle stage consists of a tree branch with a wasp hive on either side. It is one of the smaller stages in the game, but it will not be long before you transition to the second tier—so don't worry about fighting in such a confined space. Trees surround the stage on either side and act as walls that can be used to wall cling. There is no danger of falling to a quick KO, but if the branch you're standing on is hit by an attack or you jump on the branch too many times, it snaps in half and all characters fall down to the second tier. No damage is inflicted during the fall. You can attack the vines that hold up the three aerial platforms. With a few attacks the vines break, removing the platform entirely. If you're skilled at avoiding the stage hazard, remove all three aerial platforms to force your opponent to contend with the alligator.

If any player hits the wasp hives, wasps swarm out and attack the closest character, even if it's the character who didn't attack the hive. The wasps can be avoided by staying on the move or keeping an opponent between you and the wasps, giving them another target to focus on. They remain active for 10 seconds before returning to the hive, but if the hive is attacked again, the wasps will go back on the offensive.



If the wasp hives are attacked...



...the wasps swarm around the closest character, inflicting moderate damage for approximately 10 seconds.

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The second tier consists of a bottom level and three aerial platforms. Two of the platforms sit at the same height, while the third platform sits near the top of the stage. When combined with the bottom level, this creates three distinct levels to do battle on. However, stay away from the bottom level as much as possible because it is a danger zone with an alligator as a stage hazard.

Every 15 seconds, a warning sign appears near the top of the stage and remains active for roughly 18 seconds. While the sign is active, the alligator will instantly KO any character who touches the bottom level. When the warning sign appears, you have approximately five seconds to move up to one of the platforms before the alligator attacks. After the five-second grace period, any character that comes in contact with the bottom level will be attacked by the alligator. The alligator's attack instantly KOs a character no matter how much health they have, and it cannot be blocked. With very precise timing, the alligator's attack can be evaded with a roll or jump, but not with a dodge. This evasion tactic only applies if you're already on the bottom level during the first five seconds the warning sign is active. If the sign has been active for more than five seconds, it is nearly impossible to avoid the alligator if you touch the bottom level. Once the alligator has attacked a character, the 15-second window resets.



Once the warning sign appears, stay clear of the bottom level...



...or else you'll fall victim to the alligator's instant KO attack.

Manhattan



Size: Large	
Danger Zone: No	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 5
Ring Out: Yes	

The regular Manhattan stage is different from the bonus stage version. The bonus stage has three buildings, but the normal stage only has two buildings. A red pole separates the two buildings, with a bottomless pit on either side of the stage, as well as between the buildings in the center of the stage. You can grab the edge of either building to save yourself from falling to your doom, and you can wall cling to the buildings in the center of the stage and the buildings on the far left and right of the stage that create a wall barrier on both sides. All the walls are close enough to allow you to scale them by jumping back and fourth between them. This is extremely useful if you fall all the way down near the bottom of the stage because a wall run does not go high enough to climb back up from the lower portions of the buildings.

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If you fall too far down...



...jump back and forth between two walls...



...to make your way back up to the rooftop.

The building on the left has a blue neon sign on the far left side and a water tank on the right side. You can stand on both of these objects or destroy them with a few attacks. You can attack through the neon sign, so if an opponent is on the opposite side, ignore the sign and attack as if it isn't there. However, some items—such as kunai and bombs—will react to the sign as it if were a wall. Kunai will not go through the sign, and bombs will bounce off it. Other items, such as fire and lightning, will go through the sign.

Neon Sign Item Reactions

Item	Reaction	Sign Damage
Bomb	Bounces off	No
Byakko	Goes through	Yes
Earthquake	Goes through	Yes
Fire	Goes through	Yes
Kunai	Stops	Yes
Lightning	Goes through	Yes
Mine	Bounces off	No
Three-way Kunai	Stops	Yes
Tornado	Goes through	Yes

NOTE

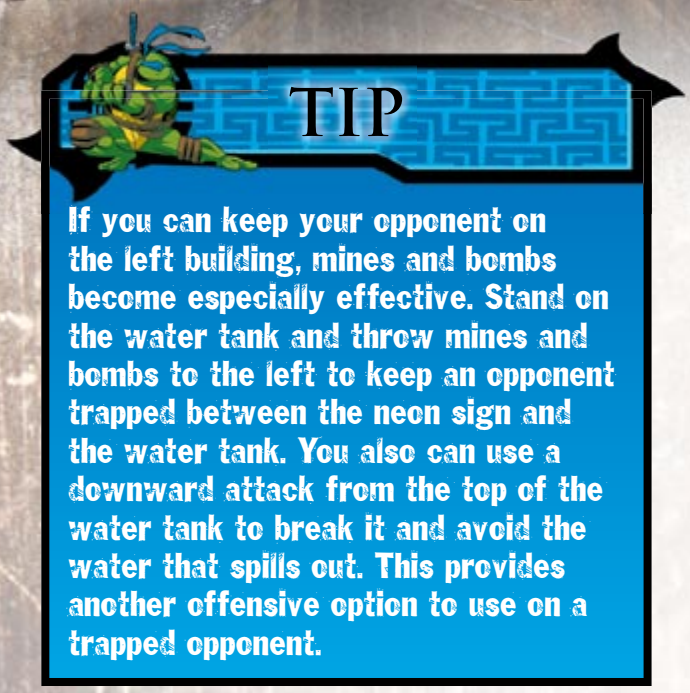
Bombs and mines only inflict damage on the sign if they are set off near the sign. The tornado item only inflicts damage to the sign if it hits an opponent close to the sign. Also, the crate is not listed because it does not appear near the sign.

The water tank breaks if you attack it enough times. When this happens, water shoots out to the right and left of the tank, knocking back any character within range. The water flows out for 30 seconds, pushing back all characters who come within range. The water tank serves as the only stage hazard in the Manhattan stage.



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Between the two buildings is a red pole that can be used to initiate a swing-by attack. You can attack opponents on either building, but be careful not to initiate your attack when your character is swinging down. If you do so, you will fall between the buildings and risk a ring out KO.

The building on the right is slightly higher than the building on the left and consists of four levels, including the bottom level. Use this building if you need to stay away from your opponent for any reason. The multiple levels of this building make running away from an opponent much easier, and it's also difficult to effectively use items because players can jump between any of the four levels.

Sewer



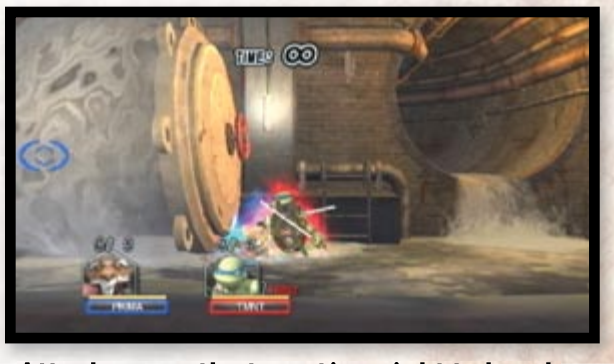
Tier 1



Tier 2

Size: Small (Tier 1) / Large (Tier 2)	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 2	**Levels:** 1 (Tier 1) / 4 (Tier 2)
Ring Out: No	

The Sewer stage is broken up into two tiers. The first tier is a small stage with a hatch on the left wall and a gate on the right wall. Both objects serve as walls that can be used to wall cling. You can attack the hatch with any normal attack or use the targeting sight to attack it and break it open. If it's left alone, it will automatically break open after approximately 45 seconds. When this happens, no damage is inflicted on any characters, but the stage shifts to the second tier.



Attack or use the targeting sight to break open the hatch!

The second tier of the Sewer stage consists of four levels, including the bottom floor and three aerial platforms staggered in the middle of the stage. All three platforms have water flowing across them, pushing any character that stands on them. This is important to note because the entire bottom level is a danger zone.

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TIP

You will not be moved by the flowing water while your character is blocking.

Every 15 seconds, a warning sign appears near the top of the screen. The warning sign lasts for approximately 18 seconds. While the warning sign is active, an alligator patrols the bottom level hidden from view beneath the water. Once the warning sign appears, you have less than five seconds to move up to one of the platforms or the alligator will attack. After the initial five seconds, if a character touches the bottom level while the warning sign is active, the alligator will immediately attack. The alligator's attack instantly KOs a character no matter how much health they have, and it cannot be blocked. However, with precise timing, the attack can be avoided by a roll or jump if you're already on the bottom level during the first five seconds the warning sign is active. Once the sign has been active for five seconds or more, it is nearly impossible to avoid the alligator if you land on the bottom level. No matter what the circumstances are, you cannot evade it by dodging; you must roll or jump. Once the alligator has attacked, the 15-second window of safety begins again.



When you see the warning sign...



...stay away from the bottom level to avoid the alligator.



If you're stuck on the bottom level, roll or jump with precise timing to evade the alligator's attack.

Your primary focus while battling on the Sewer stage is two-fold: Avoid the bottom level and keep your opponent trapped on the bottom level. The three aerial platforms are completely solid, which means players cannot jump up through them or fall through them from above. This greatly limits the freedom of movement on this stage, and when the warning sign is active, the bottom level becomes off-limits, too.

Although these limitations may not be ideal for avoiding the stage hazard, they are ideal for keeping an opponent trapped on the bottom level. Items such as bombs, mines, kunai, fire, lightning, and tornado are extremely effective if your opponent is on the bottom level and you have positioned yourself on the lowest aerial platform. The items extend your range of attack, making it very difficult for an opponent to get off the bottom level.

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Stand on the lowest aerial platform and use bombs or other similar items to keep an opponent trapped on the bottom level.

Space Lab



Size: Small	
Danger Zone: No	**Stage Hazard:** No
Tiers: 1	**Levels:** 2
Ring Out: No	



In the background, you'll see spaceships...



...and asteroids, but they have no effect on the battle.

The Space Lab is another very basic stage. It's small, with walls on either side and a small aerial platform in the middle. You can wall cling to either wall and hang off the edges of the aerial platform, but there are no stage hazards to worry about. In the background, you'll see spaceships and asteroids that appear as if they'll collide with the space lab, but they do not interact with the battle at all. If you find yourself confined by the small fighting area, run up the walls and use a wall attack to cross the stage quickly to give yourself a little bit of time away from your opponents. You also can use this tactic to attack from above and potentially surprise an opponent.

Train



Size: Medium	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 1
Ring Out: No	

At first glance, the Train stage seems like a fairly straightforward venture. However, upon closer examination, there's quite a bit going on. As its

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name implies, the Train stage is made up of an endless string of trains. Each train consists of six cars, including the locomotive and coal cars. The left side of the stage is considered a stage hazard because any character that ventures too far to the left is knocked back, takes a small amount of damage, and is briefly stunned.



Don't get too close to the left side of the stage...



...or you'll be knocked back and temporarily stunned.

There is a switch connecting each car that can be triggered with an attack to separate the car from the rest of the train. Use this switch to your advantage to keep an opponent on his toes trying to avoid the left side of the stage. Any character who is on a car that is no longer attached to the train has a very short period of time to move to the right before they end up taking damage from the left side of the stage. Stay on the right side of the stage and trigger every switch to keep your opponent at bay.



Try to trigger every switch to control the flow of the battle and keep your opponent on his toes.

Approximately every 30 seconds, the train goes into a tunnel and remains there for 20 seconds. While the train is inside the tunnel, a ceiling is present. The ceiling acts like a danger zone because it can be used to stun an opponent by knocking him into it. Also, if a character ventures too far to the left and gets knocked back, it's very difficult to avoid the ceiling. If you hit the ceiling while stunned, you'll be stunned again for a short time. While this is happening, you're left vulnerable to attack, putting you in a very bad situation. Play defensively while the train is in the tunnel by using dodges and rolls, limiting the use of jumps, and staying away from the left side of the stage.



If you get caught on the left side of the stage while the train is going through a tunnel...

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...you'll be knocked against the ceiling and in danger of becoming defenseless.

Turtle Base

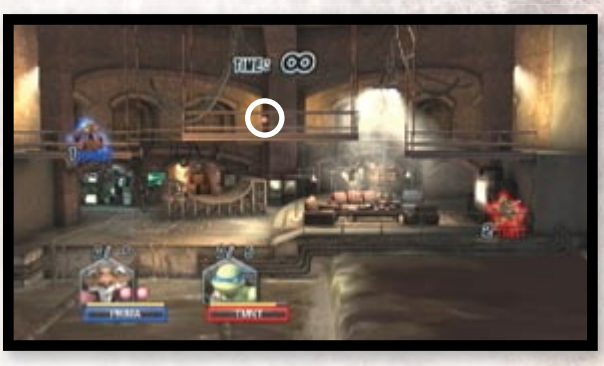


Size: Medium	
Danger Zone: No	**Stage Hazard:** No
Tiers: 1	**Levels:** 2
Ring Out: No	

The Turtle Base is another straightforward stage. It's medium in size, giving players a decent amount of room to move around. It also has two levels consisting of the bottom floor and a platform in the middle of the stage divided into three sections with a small gap separating each section. You can wall cling to the walls on either side of the top level, but you cannot wall cling to the half-walls on either side of the lower level. There's also an incline in the middle of the lower level that can affect bombs and other item attacks. A bomb will change direction if it hits the incline, while a crate will break on impact.



If a bomb hits the incline...



...it will change directions!

The left and right sides of the lower level work well to corner an opponent with a flurry of attacks or an item such as lightning or the tornado. An opponent has very little room to maneuver in this area, giving you the upper hand from an offensive standpoint.



Get an opponent trapped in the corner on the lower level...

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...to gain the upper hand!



...small rocks fall from the top of the stage...

Underground





...with larger rocks following.

Size: Small	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 1
Ring Out: No	



When the Technodrome moves to the background and shoots lasers...

The Underground is another small stage that has walls on either side, but no platforms in the middle of the stage. The Technodrome can be seen in the background and moves from the foreground to the background and back to the foreground. When it moves to the background, it spins around and shoots in all directions. When this happens, rocks fall from the top of the stage. Small rocks that do not inflict any damage fall first to indicate where the larger rocks will fall. The larger rocks cannot be blocked, but you can evade them with a well-timed roll or dodge. After the first rocks fall, the Technodrome moves into the foreground and another set of rocks falls, then the cycle repeats.



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Warehouse



Size: Small	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 1
Ring Out: No	



Watch out for the red security beams...



...and the spotlight.



If you're caught, a barrage of gunfire rains down on you!

The Warehouse is a small stage with no platforms in the middle, but it's unique because it has laser beams and a spotlight. As you battle on the stage, red security laser beams appear at various points. If a character touches any of the security beams, a spotlight appears and follows the character. Shortly after the spotlight appears, a barrage of gunfire shoots where the spotlight is pointing. Additionally, a spotlight randomly appears and searches for a target. If any character comes in contact with the spotlight, it attempts to lock on to the character and the barrage of gunfire follows. You cannot block the gunfire, and if you're hit by the full barrage it inflicts a significant amount of damage. However, it is possible to jump, roll, or dodge to stay away from the spotlight and avoid the gunfire. If you're hit, the gunfire stuns just long enough to make it very difficult to escape the full barrage, leaving you extremely vulnerable to an attack from one of your opponents.



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Western Town



Size: Large	
Danger Zone: Yes	**Stage Hazard:** Yes
Tiers: 1	**Levels:** 2
Ring Out: No	

The Western Town is a relatively large stage comprised of two buildings on either side of the stage, with an opening in the middle and a red pole in the center of the stage near the top. Each building has two levels to battle on, every wall in the stage can be used to wall cling, and every ledge can be grabbed. What makes this stage unique are the targets that pop up roughly every 20 seconds. There are two different targets that appear in one of nine locations all around the stage. You can shoot these targets using the targeting sight, but you must be quick because they are not visible for very long. If you shoot the cowboy target, nothing happens. If you shoot the bull target, a stampede of bulls covers the bottom level of the stage, inflicting moderate damage on any characters in their path. The stampede cannot be blocked, and the only way to avoid it is to jump out of the way or stay on the upper level.



Shoot the bull target...



...to initiate a stampede on the bottom level.

It is extremely beneficial to learn the distance of your targeting sight and have it ready to use if a bull target appears. Initiating the stampede prevents use of the bottom level and keeps your opponents on their toes. You also can inflict additional damage if you can knock an opponent to the bottom level during the stampede.



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Bonus Games

There are six bonus games in *TMNT: Smash-Up*. All six offer a wide variety of challenges that will test your skill as a player and your dexterity with a controller. Each bonus game has a time limit of 90 seconds and rewards a successful completion with 30 pizzas to use for trophy creation.

Pizza Party!

Description: Eat as many pizzas as you can before time runs out

Objective: Collect 30 pizzas within 90 seconds

Stage: Manhattan

Recommended Character: Karai

General Strategy



Section A



Section B



Section C

The Manhattan stage can be divided into three sections. These sections have been labeled A, B, and C for explanatory purposes. Only 10 pizzas appear at a time. Once you have cleared a set of 10 pizzas, another 10 appear until all 30 have been obtained or time expires. With a few exceptions, the best strategy is to grab the pizzas in order from left to right across the three sections. When the next 10 appear, move from right to left, and when the final set appears, continue from left to right.

Karai is the recommended character of choice because she moves faster than any other character in the game, giving her the ability to pick up multiple pizzas with a single jump and saving precious time. You can use other, slower characters, but time is of the essence and a slower character will take longer to collect all the pizzas. Jumping ability isn't a priority in this bonus game, but if you use a character with a better double jump you can prevent yourself from falling to a KO should you mistime a jump between buildings.



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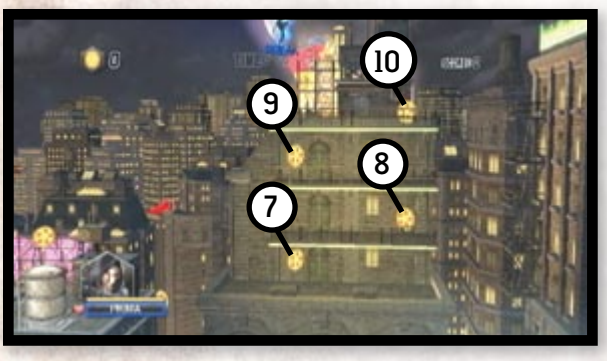
In-depth Strategy



Section A - Pizza Set One

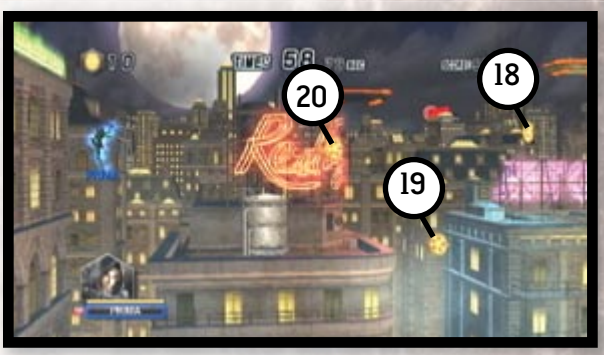


Section B - Pizza Set One



Section C - Pizza Set One

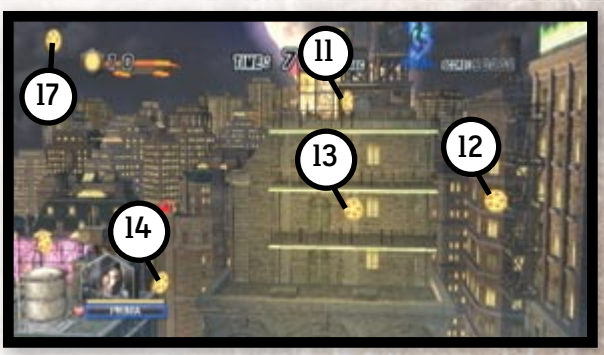
Starting on the left side of section A, perform a single jump straight up to grab Pizza 1, then double jump to the right to grab Pizza 2. Land on the edge of the first building and perform a single jump across to the next building in section B. As you jump, grab Pizza 3, but make sure you do not grab the red pole when you pick up the pizza. Double jump to reach Pizza 4 without hitting the ground, then run over to the water tank. Jump over it to grab Pizza 5 and continue moving to the right while still in the air, toward the middle of the gap between the buildings, to grab Pizza 6. As soon as you obtain Pizza 6, use a double jump to reach the building on the right. Wall cling on the building, and move up to the ledge and back to the rooftop. Run over to Pizza 7 and grab it with an Item Pickup (Down + Grab). Use a single jump to grab Pizza 8, then double jump over to Pizza 9. Run along the platform that Pizza 9 is on and jump up to grab Pizza 10.



Section A - Pizza Set Two



Section B - Pizza Set Two

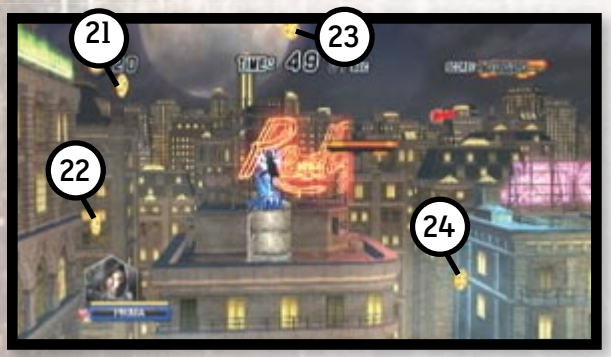


Section C - Pizza Set Two

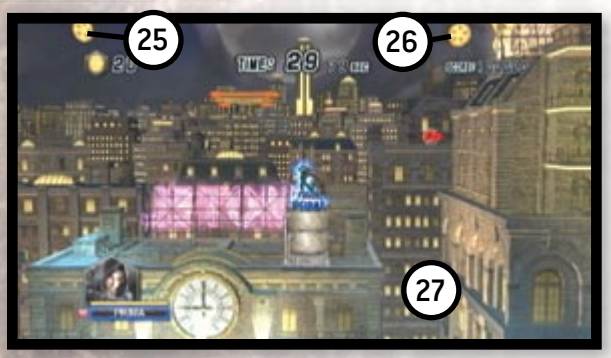
As soon as you grab Pizza 10, the next set of pizzas appears. Pizza 11 appears in the same location as Pizza 10, so you can grab it

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immediately after grabbing Pizza 10, before you land. Jump down on the right side of the building to grab Pizza 12, then move to the left while still in the air to grab Pizza 13. Continue to the left and grab Pizza 14 between the buildings. Air jump to reach the building in section B, then grab Pizza 15 on top of the water tank. Wait for the platform above you to move within jumping distance. Jump onto it and grab Pizza 16, then jump up and to the right to pick up Pizza 17. Do not wait for the higher platform to move into jumping distance because you do not need it to reach Pizza 17 once you are on the lower of the two aerial platforms. Land and run to the left, then jump to grab Pizza 18 and move to the left while still in the air to reach Pizza 19. Use a double jump to reach the building in section A, then jump up to grab Pizza 20.



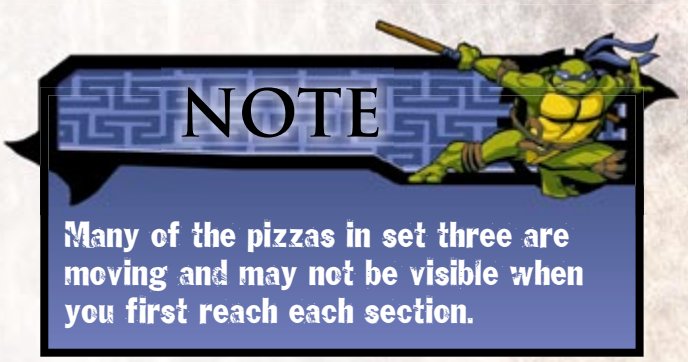
Section A - Pizza Set Three



Section B - Pizza Set Three



Section C - Pizza Set Three



Quickly jump to the left to grab Pizza 21, then fall down to the left of the building to grab Pizza 22. Double jump to reach the rooftop of the building and quickly jump up to grab Pizza 23 before it moves out of range. Move to the left and jump down between the buildings in section A and B to grab Pizza 24 when it becomes visible. Double jump to the building on the right then jump up to grab Pizza 25. When Pizza 26 is within reach, jump up to grab it. Depending on your speed, you can grab Pizza 25 and 26 with a single jump. Run over to the right ledge of the building and wait for Pizza 27 to become visible. Jump down and grab it, then double jump to the building in section C. Stay on the left side of the rooftop around where the walkways begin and grab Pizza 28 as soon as you see it. Jump up to the bottom of the three elevated walkways and move to the right side. Pizza 29 appears just below this position and circles around to the right. Grab it, then wait on the right side of the top walkway for Pizza 30 to appear above you and to the right. Grab it to complete the bonus game.

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Proceed!

Description: Go as far as you can before time runs out

Objective: Jump from platform to platform, avoiding spikes and pitfalls to reach the door at the end of the stage within 90 seconds

Stage: Special

Recommended Character: Karai



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General Strategy

This bonus stage consists of a series of platforms varying in size, as well as a few metal crates that serve as obstacles. There are two different types of platforms—stationary and aerial. Stationary platforms are wide and attached to the unseen ground below, while aerial platforms are generally smaller and float in the air. Spikes are littered throughout the stage, with some being stationary and others moving at varying speeds. You must move from left to right, navigating the platforms and spikes until you reach the goal at the far end of the stage.



Stationary platform.



Aerial platforms.

Karai is the recommended character, but you can use any character with a speed and jump rating of 7 or higher. The faster the character and the better their jump rating, the easier it is to quickly navigate through the stage. Slower characters will have difficulty moving from platform to platform and evading the spikes, which adds a significant amount of time with little room for error. If you fall from the platforms at any time it is very difficult to jump back up because you cannot grab any of the ledges. Be careful not to jump recklessly and fall to a KO.

TIP

The spikes do not instantly KO your character. If you hit a spike, your character will take damage and lightly bounce off with the ability to air jump to recover from the hit. As long as you have health and you do not fall to your doom, you can hit the spikes and still continue toward the goal.

In-depth Strategy

The first few series of platforms are fairly easy to navigate. Jump on the first two aerial platforms and fall to the stationary platform to the right. Jump on the first aerial platform, then use a double jump to reach the next stationary platform. Double jump to reach the aerial platform farthest to the left, hovering over the stationary platform. Then double jump over the metal crates to the right. Jump on the closest aerial platform, then double jump to the right-most aerial platform and fall down to the next stationary platform.

This platform is the first to feature spikes. There are several short aerial platforms hovering over the spikes, but novice players should ignore this higher route and focus on the lower route, traveling along the stationary platform. Jump along the stationary platform, avoiding the spikes until you see a longer aerial platform above. Double jump to the aerial platform and continue right.

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The first long aerial platform in the initial spike area.

Double jump up to the aerial platform to the right, and jump from aerial platform to aerial platform, avoiding the spikes. When you reach the fast-moving spike after the fourth aerial platform, jump when it begins to move up, then double jump over it as soon as it moves down. Skip the next small aerial platform just below and jump to the second small aerial platform. Wait for the spikes to clear and jump to the first vertically moving small aerial platform. From here, skip the next aerial platform and double jump over to the stationary platform.

Head to the top of the series of aerial platforms to the right. Avoid the spike in the first column of aerial platforms, which weaves in and out between the platforms. When you reach the top, head to the far right, jumping along the highest aerial platforms. Skip the slightly larger aerial platform just below and double jump to the next one.



Skip the slightly larger aerial platform and double jump to the next one.

Jump over to the first smaller aerial platform, then double jump all the way over to the third small aerial platform.



Double jump to the third small aerial platform.

If you hit a spike here, do not panic. Use an air jump to recover and continue on to the next aerial platform. Continue jumping along the small aerial platforms until you reach the last aerial platform before the goal. This platform moves vertically, and spikes surround the goal to the right. Wait until the platform reaches its vertical peak, then move to the right and fall down to the stationary platform with the goal. You do not need to jump in order to safely reach the goal. Press Up to enter the goal and complete the bonus stage.



Wait until the platform is at its vertical peak...



...then fall down to the goal.

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TEENAGE MUTANT NINJA TURTLES SMASH-UP

TIP

There are many different ways to successfully navigate this bonus stage. The strategy described here is the easiest to use with most characters. However, for faster characters with high jump ratings, it is possible to skip many of the platforms mentioned above and quickly make your way to the goal. Well-timed double jumps can avoid most of the aerial platforms and spikes, while rapidly moving you toward the goal.

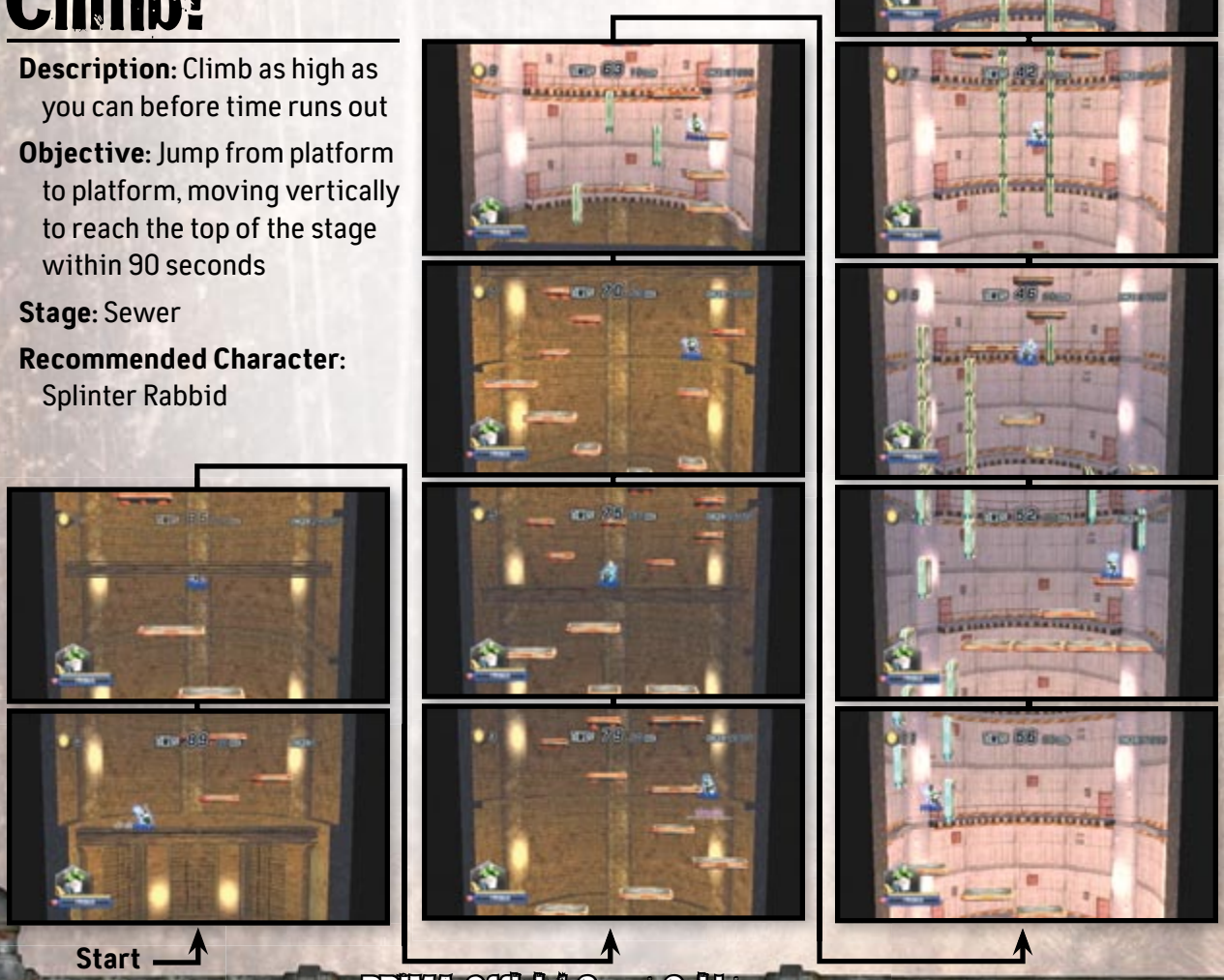
Climb!

Description: Climb as high as you can before time runs out

Objective: Jump from platform to platform, moving vertically to reach the top of the stage within 90 seconds

Stage: Sewer

Recommended Character: Splinter Rabbid



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General Strategy

Climb! is very straightforward. Simply make it to the top of the stage before time runs out. Along the way, you'll have to time your jumps to reach moving platforms and use the wall cling to scale a few vertical walls. But what makes this bonus game challenging is the character you use.

Splinter Rabbid is the preferred character for this bonus game because he has one of the highest vertical jumps in *Smash-Up*. This allows him to bypass several platforms and even portions of wall cling sections, which results in a much faster climb. If you miss a jump during this bonus stage, it's possible you will fall quite far. However, with Splinter Rabbid's jumping ability, there's a lot of room for error, so take your time and you should have no trouble making it to the top within 90 seconds.

In-depth Strategy



Aerial platforms.



Stationary platforms.



Vertical wall clings.

At the beginning of the bonus stage, skip the first two aerial platforms on the right and double jump directly to the third aerial platform in the middle. Make your way to the first stationary platform, then double jump to the second aerial platform in the middle.

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Double jump to the second platform in the middle.

Stand on the left edge of this platform and double jump straight up as high as you can go to reach the fourth platform, directly above.



Double jump to the fourth platform above.

Skip the next four platforms and double jump straight up again to reach the aerial platform directly above, then jump again to the next stationary platform. Head over to the right side and double jump to the third platform up.



Double jump to the third platform up from the right side.

Double jump again to the platform above, then use a maximum height double jump to reach the next stationary platform. If you do not time your double jump perfectly to achieve the maximum height, you will end up just shy of the stationary platform. If this happens, use the platform on the far right as a stepping stone to the stationary platform.



If you miss the maximum height double jump, use the platform to the right as a stepping stone.

Stay on the right side and double jump to the third platform up, then jump across to the third platform up on the left side. Head to the platform on the far left side, then use the vertical wall clings to climb higher.



Use the vertical wall clings to climb higher.

When you reach the next aerial platform, you can continue using the wall clings on the left or use the aerial platforms on the right until you reach the next set of wall clings in the middle. Move to the stationary platform at the top of the wall clings and up to the moving platforms. Skip the fourth vertically moving platform on the right and instead jump from the third vertically moving platform to the horizontally moving platform on the left.

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TIP

If you are using a character with a low jump rating, you must use the fourth vertical platform to reach the horizontally moving platform on the left.



Skip the fourth vertically moving platform and jump to the horizontally moving platform on the left.

To reach the next vertically moving platform, jump straight up when the platform begins to move to the left. Then jump over to the horizontally moving platform on the right and up the right side until you reach the final stationary platform where the goal is located. Press Up to enter the door and complete the bonus game.

TIP

If you are using a character with a low jump rating, use the wall cling area just above and to the right of the horizontally moving platform to reach the vertically moving platform above.



The goal!

TIP

There are many different ways to successfully navigate this bonus stage. The strategy described here is the easiest to use with Splinter Rabbid or any other character with a high jump rating. However, for characters with a lower jump rating, focus on single jumps instead of double jumps to quickly make your way to the goal.

Dodge the Kunai!

Description: Dodge the kunai for as long as you can; hold Block and press any direction to Dodge

Objective: Dodge a series of kunai for 90 seconds

Stage: Castle

Recommended Character: Splinter



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General Strategy

Dodge the Kunai! is arguably the hardest of the bonus games. Kunai are thrown at your character for 90 seconds, and you must dodge most of them to successfully complete this bonus game. Luckily, the kunai are always thrown in the same order, with some following a specific pattern and others thrown depending on where your character is in the stage. Also, you can take several hits from kunai and still complete the bonus game. You do not lose until your health bar is completely depleted.





The recommended character for this bonus game is Splinter. The portion of the Castle stage where this bonus game takes place is relatively small, limiting your area of movement. To successfully complete the bonus game, you must use small, compact jumps and a character who is slow enough to maneuver with precision, but fast enough to get away from the kunai. Master Splinter is a very good representation of these traits, along with any other character who has average jump and speed ratings.

In-depth Strategy

Dodge the Kunai! Patterns

Kunai Set	Pattern	Character Position	Evasion Strategy
1	Preset	Platform - section 1	Remain stationary
2	Preset	Platform - section 1	Remain stationary
3	Homing	Platform	Jump
4	Preset	Platform - left side	Jump
5	Preset	Platform - right side	Jump
6	Preset	Platform - section 1	Remain stationary
7	Homing	Platform	Jump
8	Preset	Bottom level	Remain stationary
9	Preset	Bottom level	Remain stationary
10	Preset	Bottom level	Remain stationary
11	Homing	Bottom level	Dodge or move left/right
12	Homing	Platform	Jump or dodge
13	Preset	Bottom level - center	Remain stationary
14	Preset	Bottom level - center	Remain stationary
15	Homing	Bottom level	Move left/right
16	Preset	Bottom level - right side	Remain stationary

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Dodge the Kunai! Patterns (continued)

Kunai Set	Pattern	Character Position	Evasion Strategy
17	Preset	Bottom level - below section 4	Remain stationary
18	Preset	Bottom level - below section 4	Remain stationary
19	Preset	Platform - center	Remain stationary
20	Homing	Platform - center	Dodge
21	Homing	Platform - center	Dodge
22	Homing	Platform	Jump or dodge
23	Homing	Platform	Dodge
24	Preset	Platform - right or left edge	Jump or dodge
25	Preset	Platform - right or left edge	Remain stationary
26	Preset	Platform - right or left edge	Jump or dodge
27	Homing	Platform	Jump or dodge
28	Homing	Platform	Jump or dodge
29	Preset	Platform	Dodge
30	Preset	Platform	Jump or dodge
31	Homing	Platform	Jump or dodge
32	Homing	Platform	Jump or dodge
33	Preset	Platform - section 2	Remain stationary
34	Preset	Platform - center	Remain stationary
35	Preset	Platform - center	Double jump
36	Homing	Platform	Jump or dodge
37	Preset	Platform - right side	Jump
38	Homing	Platform	Jump or dodge

The Castle stage is made up of a square-shaped room with an aerial platform in the middle. This gives you two places to stand, either on the platform or on the bottom level of the stage. The platform is made up of five connecting sections that have been labeled 1 through 5 for ease of explanation.



The aerial platform divided into five sections.

When the bonus game begins, quickly move to the right edge of section 1. The first two sets of kunai can be evaded by remaining stationary in this spot.

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Move to the right edge of section 1.

The third set of kunai home in on your character. Stay on the aerial platform and jump over them as they approach. The next two batches of kunai come from the left and right simultaneously at three different heights. Stay on the platform and move to the left to avoid the highest and lowest kunai. Once they have passed, jump over the kunai coming from the right. This pattern repeats with the direction of the kunai reversed. Move to the right side of the platform and wait for the highest and lowest kunai to pass, then jump over the kunai coming from the left.

The seventh set of kunai comes in the same pattern as the first set. Move back to the right edge of section 1 on the platform and wait for the kunai to pass. The next set home in on your character's location and spawn from random points around the stage. Be prepared to jump or dodge to avoid them, then move down to the bottom of the stage.

Evade the next three sets of kunai by staying on the bottom level of the stage. The twelfth set of kunai home in on your character. Either dodge or move left or right along the bottom level to evade them. The next batch is a homing set, followed by a preset assault. Move to the aerial platform before the homing set launches, then drop to the bottom level to avoid the kunai, and move to the exact center (behind the short pillar in foreground) to avoid the preset batch that follows.



Move to the center of the bottom level.

Stay in the center of the bottom level to avoid the second preset kunai, then move to the right to avoid the next homing kunai. The next two sets of kunai are preset. Dodge the first set by staying on the bottom level and moving to the right side, directly under the area between sections 4 and 5 of the aerial platform.



Stay directly under the area between sections 4 and 5 of the aerial platform.

Then move directly under section 4 of the platform to avoid the second set of preset kunai. As soon as it's clear, jump up to the aerial platform to avoid the next preset batch. This set of kunai circles around the center of the platform. As soon as you reach the platform, start moving slightly to the left in anticipation of the next two sets of kunai that appear before the circling kunai have disappeared. The first consists of two batches of kunai that can be thrown from the left and right or the top and bottom. Dodge to avoid them, while staying relatively close to the center, then immediately dodge again to avoid the second set of homing kunai that comes from the top or bottom.

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Move to the center to avoid the preset kunai...



...then dodge left and right to avoid the next homing kunai.

At this point, you only have 30 seconds remaining and there's a brief pause in the action. Many of the kunai from this point forward come from random directions, including the preset kunai. Move to the center of the aerial platform and prepare to dodge the upcoming onslaught of kunai. The first batch is a homing set coming from a random direction. Dodge them, then immediately move back to the center. The next set is homing and can come from any direction. Be prepared to dodge or jump as soon as you hear the kunai being thrown.

The next three sets of kunai are all preset. The first comes from a random corner, while the second comes from all directions, and the third set comes from another random corner. Stay on the far right or left edge of the aerial platform. From here, you avoid the second set that comes from all directions. Depending on which corner the first and second sets originate from, you can evade them without moving or by dodging in place.



Stay on the right or left edge of the platform.

The next set is homing from a random direction. Dodge these and stay on your toes as they're followed by a homing set of kunai randomly thrown from multiple directions. The next set consists of two batches of kunai thrown from either the left and right or top and bottom. Do not jump; instead, dodge these and prepare for the next set of kunai.

Stay alert: The next set of preset kunai consists of four kunai that are thrown from a random direction in an arc that crosses the middle of the screen. Use a rolling dodge or run to the far left or far right of the platform to avoid these, then continue to dodge to avoid the next two sets of homing kunai that are thrown randomly from multiple directions. Quickly move to the center of the platform to avoid the four preset kunai that are thrown from the top of the screen.



Move to the center of the platform.

Stay in the middle of the platform to avoid four batches of kunai thrown in a circular formation around the platform. Stay in the middle and wait for the next batch of kunai to be thrown.

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Four kunai appear from either side of the stage, nearly covering the entire stage from top to bottom. Wait until you see the kunai, then time a double jump to avoid the highest kunai and descend just after they have passed the center of the platform.



Wait until you see the kunai...



...then time a double jump to avoid the two highest kunai...



...and descend once they have passed the center of the platform.

The next set of kunai are homing that originate from a single, random direction. Dodge to avoid these, then head to the right side of the platform.

The next set of preset kunai are similar to the earlier set of kunai that were thrown at three different heights, with the top and bottom set coming from the right and the middle set coming from the left. However, this set of kunai is thrown significantly faster than the set you encountered the beginning of the bonus stage.



Move to the right side of the platform to avoid the top and bottom sets of kunai.

Wait for the top and bottom sets to pass, then jump to the left over the middle set of kunai. Be prepared to dodge the final set of homing kunai that come from multiple, random directions at a blistering speed. Dodge this final set of kunai to complete the bonus stage.

Stay Alive!

Description: Stay out of the water for as long as you can

Objective: Three aerial platforms cover above shark-infested waters; jump from aerial platform to aerial platform to stay out of the water and away from the sharks for 90 seconds

Stage: Cruise Ship

Recommended Character: Splinter Rabbid



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General Strategy

When you land on a platform, it shakes for a short period of time, then drops into the water. Shortly after a platform drops into the water, a new platform appears at a random spot. Only three platforms can be visible at one time.



Splinter Rabbid is the ideal character for this bonus game because he is one of the lightest characters in *Smash-Up*. His light weight allows him to float in the air for significantly longer than most other characters. The longer a character can stay in the air, the more time it has to get to another platform and stay out of the water.

In-depth Strategy

When a platform begins to fall, use a single jump and wait as long as you can before using a double jump. If your initial jump was timed correctly, a new platform appears as Splinter Rabbid begins to fall from his initial jump. This gives you plenty of time to double jump over to the new platform.



When a platform begins to fall, use a single jump...



...then wait until a new platform appears before using your double jump to reach it.

Although up to three platforms are visible at a time, do not use unnecessary platforms. There are three different sizes of platforms (small, medium, and large). As time passes, the new platforms that appear get smaller and smaller. With less than 60 seconds, medium-size platforms begin to appear, and with less than 30 seconds the smallest platforms begin to appear. The smaller the platform, the less time you can stand on it before it drops into the water.



Large platforms.



Medium platforms.

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Small platforms.

Only use the new platforms that appear to keep two large platforms available. Once the smallest platforms begin to appear, it can be difficult to land on them. Saving the larger platforms gives you a much bigger target should you have trouble landing on the smaller platforms as time begins to run out.

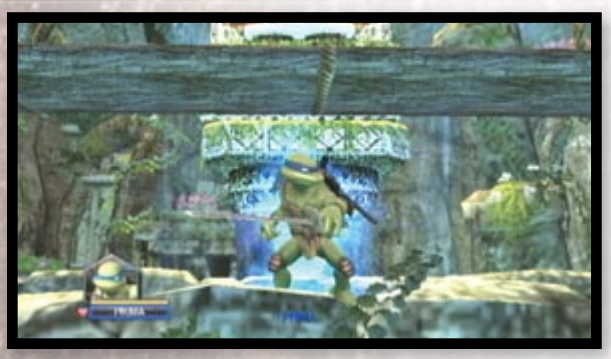
Bustin' Blocks!

Description: Hit the blocks from either the left or right to keep the stack balanced; flashing blocks give bonus points

Objective: Hit 30 flashing blue blocks within 90 seconds while keeping the stack balanced

Stage: Jungle

Recommended Character: Leonardo



General Strategy

There are two main objectives in Bustin' Blocks. The first is to hit 30 flashing blue blocks within the 90 second time limit. The second is to keep the stack of six blocks balanced. You can hit any of the six blocks, but only the blue blocks count toward your goal of 30. Every time you hit a block, it knocks the block out of place and a the stack falls down to compensate as a new block falls from the top.



Focus on the blue blocks.

Every hit is considered an attack from the left or right. If you attack from the left, the new block that appears from above falls slightly to the right of the stack. If you attack from the right, the new block falls slightly to the left of the stack. Consecutive attacks from one direction cause the blocks to fall more and more toward the opposite direction. For example, if you attack multiple times from the right, every new block that drops falls slightly more to the left than the previous block. If this pattern continues, the stack becomes unbalanced and the game ends.



If you attack too many times from one side, the stack becomes off center and unbalanced.

Leonardo is the recommended character, but for this bonus game you can use virtually any character and do well. Large, slower characters such as Utrominator are more difficult to move around quickly and make it harder to hit only

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one block at a time. However, any character that has a speed rating of 5 or higher will work for this bonus game.

In-depth Strategy

Your primary focus should be twofold: speed and stack balance. If you hit the blue blocks too slowly, you'll run out of time before you reach 30. However, if you disregard the balance of the stack, it will become unbalanced and your game will quickly come to an end.

The most basic strategy to achieve both goals is to alternate your attacks between the left and right sides to keep the stack balanced while maintaining a fast pace. This strategy works well, but only if you attack as quickly as possible. Even the smallest delay will make it extremely difficult to hit 30 blue blocks within 90 seconds.

An alternative strategy is to keep an eye on the stack as a whole. Instead of watching one or two blocks, look at the balance of the entire stack. If you see a block that appears to be too far off center, get rid of it. Even if the block is not blue, if you're quick to get rid of off-center blocks, you'll save time trying to keep the stack balanced.

When attacking quickly, it can be difficult to continually switch sides. Even when you do, sometimes it's not enough to keep the stack balanced. In this situation, the stack is almost always off balance near the top. Ignore the blue blocks and quickly take out the top two or three blocks from the appropriate side to re-center the stack. This tactic allows you to attack multiple times from one side to save time. You can then reset the blocks by attacking the top few and continue at a brisk pace.



If the stack becomes off center at the top...



...attack the top few blocks to re-center the stack.

TIP

The only time the stack will fall is if a block that is too far off center falls to the block below. You can attack any block while it's still in the air before it hits the block below. As long as the off center block doesn't connect with the block below, the stack will not fall.

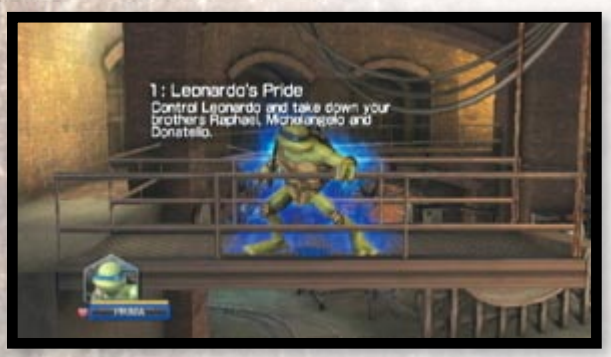
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Mission Mode

The Mission Mode is a series of challenges that range from standard battles to special matches with unique handicaps to increase the challenge. There are 51 missions, which unlock as you complete the readily available missions.

For a complete list of unlockable missions, please see the Secrets chapter.

Mission 1: Leonardo's Pride

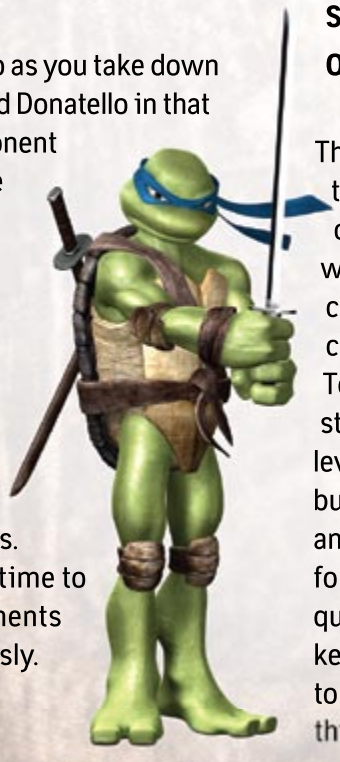


Description: Control Leonardo and take down your brothers Raphael, Michelangelo, and Donatello

Character(s): Leonardo

Stage: Turtle Base

Objective: Play as Leonardo as you take down Raphael, Michelangelo, and Donatello in that order. You fight each opponent one at a time with a single health bar. If you are KO'd before all three have been defeated, you must start over.



This is a fairly straightforward mission. Use general strategies such as rolling and throws to overcome your opponents. Focus on one opponent at a time to reduce the number of opponents you're fighting simultaneously.

Mission 2: Raging Stampede



Description: Finish off Karai with the stampede; use the targeting sight to shoot the buffalo target to start the rampage

Character(s): Any

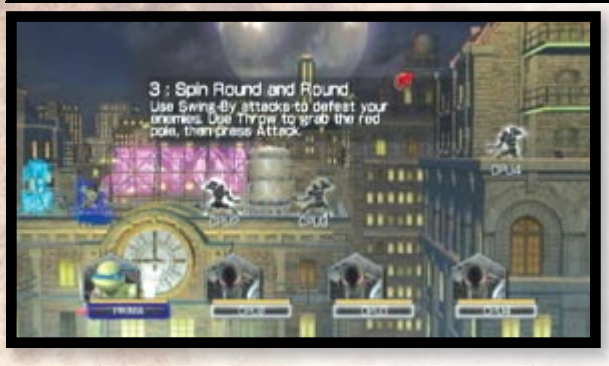
Stage: Western Town

Objective: You have 300 seconds to hit Karai one time with the stampede stage hazard.

The most important thing to remember about this mission is that you only need to hit Karai one time with the stampede. No other attacks will inflict any damage to Karai. The computer-controlled Karai continually attacks your character. Stay on the bottom level of the Western Town stage to keep her on that level because the stampede will not hit her if she's on the second level. To initiate the stampede, you must hit a buffalo target with the targeting sight. Use throws and heavy attacks on Karai to keep her grounded for as long as possible. Once she's on the ground, quickly move to the opposite side of the stage and keep the targeting sight up until Karai gets close to you or you see a buffalo target appear. Repeat this process until Karai is hit with the stampede.

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Mission 3: Spin Round and Round



Description: Use swing-by attacks to defeat your enemies; use Throw to grab the red pole, then press Attack

Character(s): Any

Stage: Manhattan

Objective: Defeat three Foot Ninja using only swing-by attacks to inflict damage; you fight all three Foot Ninja at once with only a single health bar

The difficulty in this mission is not the fact that only swing-by attacks inflict damage, it's that you must defeat your opponents before they KO themselves. Even on the hardest difficult setting, the Foot Ninja are prone to falling off the buildings and KOing themselves. When this happens, they receive a fully replenished health bar.



After a swing-by attack...

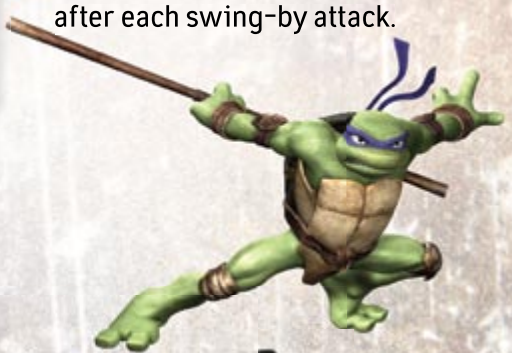


...air jump...



...then grab the red pole again before touching the ground.

When the battle begins, you start on the left side of the screen. Jump to the left wall and use a wall attack to get close to the red pole. If you see the Foot Ninja attacking the water tank, let them destroy it and stay clear of the tank until the water stops rushing out and disappears. Start swinging on the red pole and attack the same Foot Ninja as quickly as possible. After each attack, use an air jump to get close to the red pole and press Throw to start swinging again. You cannot swing on the red pole after a swing-by attack unless you use an air jump or you touch the ground or get hit in the air, so it's very important that you air jump as soon as possible after each swing-by attack.



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Let the Foot Ninja take out the water tank.

As soon as your character's legs are facing a Foot Ninja, unleash a swing-by attack. It is imperative that you inflict damage on each Foot Ninja as quickly as possible before they KO themselves and receive a fresh health bar. Focus on one Foot Ninja at a time to KO each one quickly. This also prevents wasting time inflicting damage on a Foot Ninja, only to have that Foot Ninja KO himself. If you're only attacking a single Foot Ninja and the other two KO themselves, their health bars were already full so you haven't wasted any time on them.

Mission 4: Throw Down the Foot Clan!



Description: Use Throws to finish off the Foot Ninja

Character(s): Any

Stage: Castle

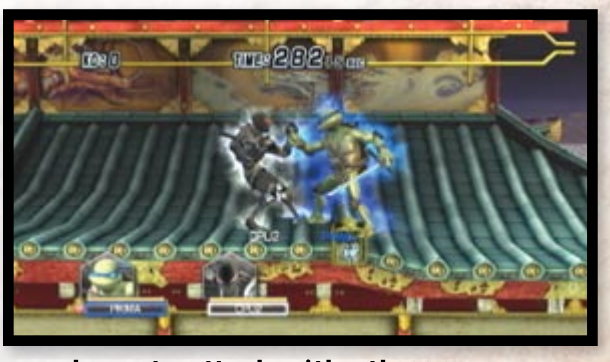
Objective: Choose any character and face off against a single Foot Ninja; only throws inflict damage, any other attack will not inflict any damage to the Foot Ninja



Wait for the Foot Ninja to attack...



...then roll or block...



...and counterattack with a throw.

This is another straightforward battle, with the only catch being that throws are the only attacks that inflict damage on your Foot Ninja opponent. Wait for the Foot Ninja to get close to you. As soon as the Foot Ninja attacks, roll or block to avoid getting hit, then counterattack with a throw. Repeat this process until you've defeated the Foot Ninja.

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Mission 5: Keep Sensei Safe



Description: Keep Splinter safe until time runs out

Character(s): Leonardo, Raphael, Michelangelo, Donatello

Stage: Sewer

Objective: Defend a computer controlled Splinter from Karai and a single Foot Ninja; you must prevent Splinter from being KO'd for a set period of time that varies depending on the difficulty level (40 seconds on Hard, 30 seconds on Normal, and 20 seconds on Easy)

What makes this mission difficult is keeping Splinter out of trouble. The computer-controlled Splinter does not defend itself well and likes to run into trouble at the worst possible moment. Do not worry about your own health bar because it's extremely unlikely you will be KO'd before Splinter.

When the mission begins, you start on the far left side of the stage. Splinter is to your immediate right, followed by Karai and finally the single Foot Ninja on the far right. Immediately use a long range attack or move toward Splinter to stop Karai from attacking Splinter right off the bat. After this brief diversion, quickly move to the left and use the targeting sight to break the hatch and transition to the second tier of the Sewer stage. This is important because the clock continues to count down during the moderately lengthy transition, shaving off several seconds, and the second tier has a much larger area to fight in. This makes it harder for Karai and the Foot Ninja to reach Splinter and gives you more time to keep Splinter away from the two opponents.



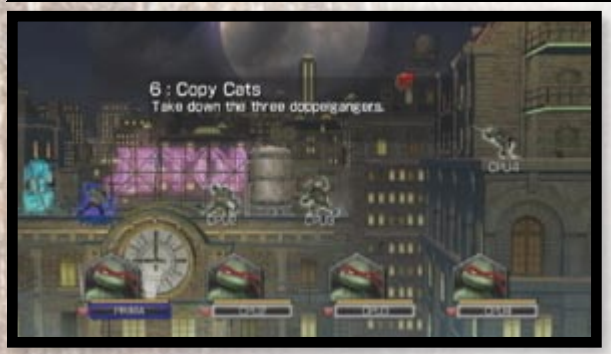
Break the hatch to transition to the second tier as quickly as possible.

Once you reach the second tier, try to get Karai and the Foot Ninja to the bottom level. This makes them susceptible to the stage hazard and potentially allows you to trap them in the corner. If you can corner Karai and the Foot Ninja, you can use valuable seconds pummeling them in the corner where it's difficult for them to get away and continue attacking Splinter. Items are also extremely useful in this mission because they generally stop an opponent from attacking for a brief period.

Above all else, do not play defensively. You should always be attacking or moving between Splinter and the opponents to prevent them from attacking Splinter. Do not focus on trying to KO Karai or the Foot Ninja; they will simply respawn with a full health bar. This burns more time off the clock, but it should not be a priority. If Splinter gets KO'd, it takes roughly two seconds before the mission comes to an end. If Splinter is KO'd with two seconds on the clock, you will end the mission successfully. Keep this in mind on harder difficulties because every second counts.

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Mission 6: Copy Cats



Description: Take down the three doppelgangers

Character(s): Raphael

Stage: Manhattan

Objective: Fight three computer-controlled Raphaels at the same time; defeat all three to complete the mission

First and foremost select Raphael's alternate outfit. All three doppelgangers use Raphael's primary outfit and look identical. If you select his primary outfit, it will be difficult to tell your character apart from the opponents when you're all close together.



Select Raphael's alternate outfit to stand out!

Target a single opponent and try to focus all your attacks on him to quickly reduce the number of opponents you're fighting at once. The red pole in the center of the Manhattan stage also helps inflict damage on your opponents while letting you stay at a safe distance. Stay away from the water tank if the opponents break it open; it won't take much to get caught between the rushing water and two or three opponents, and you'll end up falling between buildings.



Use the red pole to stay safely away from your opponents while still inflicting a significant amount of damage.

Mission 7: Blind Fury



Description: Defeat your enemies in the dark

Character(s): Splinter

Stage: Sewer

Objective: Fight three Foot Ninja simultaneously in a slightly dimmed Sewer stage; defeat them to complete the mission

When you first read the description, you may think that you'll be fighting in a pitch-black environment. However, that is not the case as the Sewer stage is only slightly darker than it normally would be. Everything you need to see is still very clear and easy to discern.

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The description indicates you'll be fighting in the dark, but everything is still very clear and easy to see.

The Foot Ninja go down fairly easily, even on the hardest difficulty setting. Keep your guard up and use rolls to avoid their attacks. Focus on one Foot Ninja at a time to cut their numbers down and make the battle even easier. If the Foot Ninja last long enough for the transition to the second tier, avoid the bottom level and fight on the aerial platforms to ensure you are not attacked by the alligator stage hazard.

Mission 8: The Runaway Express



Description: Knock the three Foot Ninja off the train

Character(s): Any

Stage: Train

Objective: Fight three Foot Ninja at the same time; the only way to inflict damage upon the Foot Ninja is to knock them off the train

In this mission, none of your attacks inflict damage on the three Foot Ninja opponents. Instead, you must split the train cars and inflict damage using the stage hazard. The best way to do this is to keep moving to the right, splitting up the cars as you go. Once you reach the tunnel, knock the Foot Ninja off the train to the left. They'll bounce up and down between the ground and the ceiling of the tunnel, quickly losing all their health. Throws are a good way to do this, especially if you throw them up so that they immediately hit the ceiling of the tunnel.



Wait until you're in the tunnel...

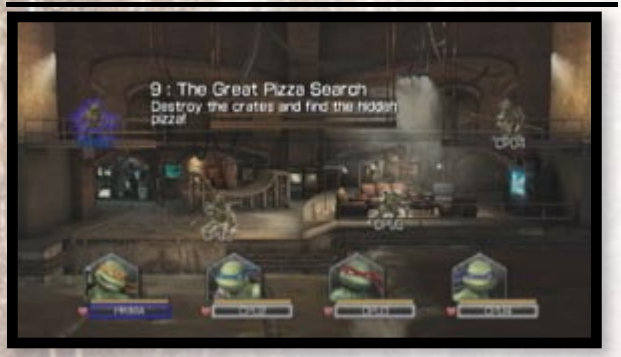


...then throw the Foot Ninja toward the ceiling.



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Mission 9: The Great Pizza Search



Description: Destroy the crates and find the hidden pizza

Character(s): Michelangelo

Stage: Turtle Base

Objective: Fight Raphael, Michelangelo, and Donatello simultaneously; KO an opponent to reveal a crate that hides a pizza; grab a single pizza to complete the mission

You must face off against Raphael, Michelangelo, and Donatello, but you do not need to defeat all three of them to complete the mission. Every time you KO an opponent, a crate appears in his place. Break open the crate to find a pizza. You only need to collect one pizza to successfully complete the mission. The main difficulty is that all three opponents will actively go after each crate and pick up the pizza hidden inside if you're not quick.



Use wall attacks until one opponent is low on health...

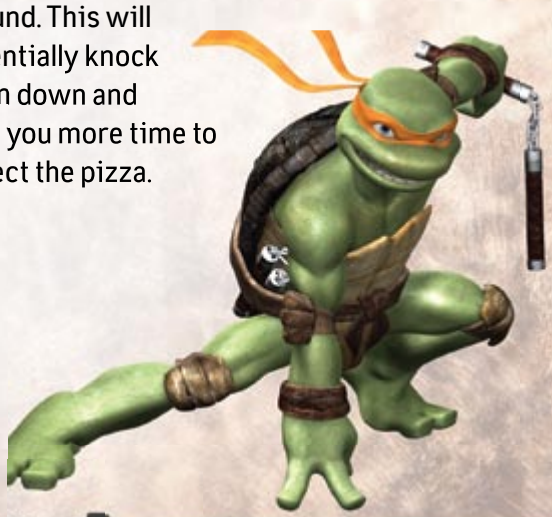


...then defeat him using normal attacks to reveal a crate.



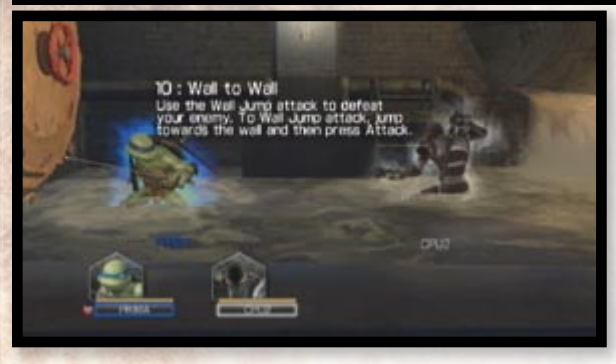
Break the crate and use an Item Pickup to quickly grab the pizza and complete the mission.

Use the wall attack to stay safely away from the three opponents while still inflicting damage. When one opponent is relatively low on health, stop using the wall attack and focus solely on him. As soon as he is defeated, break open the crate and use an Item Plckup to quickly pick up the pizza. You also can knock the crate toward your opponents if they're all standing on the ground. This will potentially knock them down and give you more time to collect the pizza.



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Mission 10: Wall to Wall



Description: Use the wall attack to defeat your enemy; to wall attack, jump toward the wall and then press Attack

Character(s): Any

Stage: Sewer

Objective: Defeat a single Foot Ninja using only wall attacks



It only takes a single wall attack to KO the Foot Ninja.

This is one of the easier missions. You face off against a single Foot Ninja with the only handicap being that wall attacks are the only way to inflict damage. However, even on the hardest difficulty, it only takes a single wall attack to defeat the Foot Ninja. As soon as the battle begins, jump on the hatch to the left and initiate a wall attack. If it misses, run to the closest wall and use another wall attack. Repeat the process until the Foot Ninja gets hit.

Mission 11: Rivals



Description: Control Karai to take out Leonardo

Character(s): Karai

Stage: Manhattan

Objective: Use Karai and defeat Leonardo in a one-on-one battle



Do not attempt to throw Leonardo...



...or you may end up getting hit by a counterattack.

Unlike many of the other one-on-one battles, do not use throws to take out Leonardo, especially when playing on the hardest difficulty. He will escape a high percentage of throws and counterattack you, too. Instead, wait for him

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to come to you and either block or roll to avoid his attacks, then counterattack with a combo of your choice. Do not allow Leonardo to pick up any items because he will use them against you to inflict a significant amount of damage.

Mission 12: April Fools



Description: Protect April from the Foot Ninja

Character(s): Casey

Stage: Enemy Base

Objective: Play as Casey and fight alongside April as you battle two Foot Ninja in a two-on-two team battle; defeat the two Foot Ninja to successfully complete the mission



Don't worry too much about April and focus on one of the Foot Ninja while April takes care of the other one.

In the previous protection-based mission, guarding Splinter was a difficult task because he would mindlessly run into bad situations. The computer-controlled April is much smarter than Splinter and will fight wisely. When the mission begins, focus on one of the Foot Ninja and let April handle the other one. The Foot Ninja do not put up much of a fight and go down relatively easy. When you have defeated one Foot Ninja, focus on the one April is fighting to bring the mission to a quick conclusion.

Mission 13: Ninja Power



Description: Collect and use the Ninja Powers to finish off your enemies

Character(s): Any

Stage: Castle

Objective: Fight three Foot Ninja simultaneously; items are the only way to inflict damage on any of the Foot Ninja and you must defeat all three to complete the mission



Only items inflict damage on the Foot Ninja, but the items appear at a much higher rate.

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You start this mission on the final tier of the Castle stage, so you don't need to worry about any stage hazards. Instead, you must focus on picking up as many items as possible because only Ninja Power item attacks will inflict damage on your opponents. Luckily, items appear at a higher rate than normal, giving you many opportunities to damage your opponents. Focus on one Foot Ninja at a time to quickly dispatch them and complete the mission.

Mission 14: Enemies from the Dark Side



Description: Defeat Karai and Foot Ninja, followed by Shredder and Utrominator

Character(s): Leonardo, Raphael, Michelangelo, Donatello

Stage: Turtle Base

Objective: Fight in a one-on-two battle against Karai and a Foot Ninja; Utrominator and Shredder appear as you KO an opponent; Defeat all four opponents to complete the mission

Select Leonardo, Raphael, Michelangelo, or Donatello and face off against Karai and a single Foot Ninja. Your attacks inflict significantly more damage to the Foot Ninja than Karai, but focus on Karai as much as possible. Karai is more aggressive and poses more of a threat than the Foot Ninja. Play defensively, blocking and using rolls to avoid Karai's attacks, then counterattack with a throw or combo of your choice. You can also use wall attacks to inflict damage on the nearest opponent.



Try to keep the Foot Ninja alive as long as possible to avoid fighting two strong opponents at the same time.

When you defeat the first opponent, Utrominator appears to take his place. When the next opponent is defeated, Shredder appears. You will never fight more than two opponents at once. If you take out Karai first, focus on the Foot Ninja while Utrominator is spawning. When Utrominator begins to attack, shift your focus to him. Try to keep the Foot Ninja alive until Shredder appears because the Foot Ninja is the weakest opponent. Fighting two strong opponents is much more difficult than fighting one strong opponent and the weak Foot Ninja.

Mission 15: Man Overboard



Description: Defeat all enemies before the ship crashes into the iceberg

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Character(s): Any

Stage: Cruise Ship

Objective: Fight three Foot Ninja simultaneously; you have 45 seconds to defeat all three before the ship crashes into the iceberg

At first glance, it may seem like a tall order to defeat three opponents within 45 seconds. However, all three Foot Ninja take significantly more damage than the average opponent. Only a few attacks are required to KO each one. Do not worry about focusing on one opponent at a time or playing defensively. Instead, attack whichever Foot Ninja is closest and never stop attacking. If you find yourself surrounded by all three Foot Ninja, perform a quick roll to get around them and immediately continue attacking. It doesn't take much to KO the Foot Ninja, but 45 seconds is not a lot of time—so you must focus on attacking as quickly as possible.

Mission 16: Throw Down!



Description: Throw your enemies before the time runs out

Character(s): Any

Stage: Jungle

Objective: Fight Leonardo and Splinter in a one-on-two battle; you must throw each opponent one time to KO them; you have 10 seconds to KO both opponents on the Hard difficulty setting, 12 seconds on Normal, and 15 seconds on Easy

The difficulty of this mission comes from the time you have to complete the mission, not in how skilled the computer-controlled opponents are. Luckily, both opponents are very aggressive and will come to you, saving a considerable amount of time.



Block Leonardo's initial attack...



...then use a throw to immediately counterattack.

As soon as the mission begins, hold Guard to block Leonardo's initial attack. Immediately use a throw to counterattack, and watch what Splinter is doing while you're throwing Leonardo. If Splinter is moving toward you, hold Guard again to block Splinter's attack, then immediately counterattack with a throw to complete the mission. If Splinter is staying where he is, quickly roll over to him, block his initial attack, then counterattack with a throw.

It takes roughly three to four seconds for an opponent to be KO'd after throwing them. Even if you successfully throw both opponents, if the

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time expires before the three to four seconds it takes to register the KO, you will fail the mission. This means you must throw the last opponent with four seconds or more remaining on the timer.

Mission 17: Pizza Tournament Practice



Description: Be the first to eat five pizzas

Character(s): Any

Stage: Castle

Objective: Battle a single Foot Ninja and collect five pizzas before he does to complete the mission

When the mission begins, immediately look around for crates. The Foot Ninja will ignore you and go for any crates that appear. If he starts moving, look at the position he's moving toward and try to beat him there. If you cannot beat the Foot Ninja to a crate, try to make it there as soon as the crate breaks to grab the pizza. You can attack the Foot Ninja to delay his ability to get to the pizza, but if you KO him another Foot Ninja will appear in his place. You must collect five pizzas before the Foot Ninja does to complete the mission.

Mission 18: Pizza Tournament Semifinals



Description: Be the first to eat five pizzas

Character(s): Any

Stage: Western Town

Objective: Battle April and Casey, and collect five pizzas before they do to complete the mission

Like the previous mission, April and Casey focus primarily on finding the crates and collecting the pizzas rather than attacking you. However, if you get in their way, they will attack you as they head toward the crates. The Western Town stage is harder to navigate because of the multiple levels and doorways that limit your movement.



Stay close to April and Casey so you have a good chance of reaching the crates before they do.

Stay close to April and Casey with your guard up to ensure that you have an equal chance to reach any crates that appear close by. If a crate

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appears on the opposite side of the stage, April and Casey will quickly move toward the crate. Follow them and grab the pizza before they do, even if they are able to break the crate before you reach its position. Collect five pizzas before April or Casey do to complete the mission.

Mission 19: Pizza Tournament Finals



Description: Be the first to eat five pizzas

Character(s): Any

Stage: Manhattan

Objective: Battle Michelangelo and Donatello, and collect five pizzas before they do to complete the mission



Stay close to Michelangelo and Donatello so you have a good chance of reaching the crates before they do.

Just like the previous mission, stay close to Michelangelo and Donatello so they don't reach the crates before you do. Keep your guard up to avoid taking damage, but Michelangelo and Donatello will focus more on getting to the crates and obtaining the pizzas than fighting you. If you see them move, follow them to the crate and grab the pizza before they do. Attack them to slow them down if you're lagging behind. Collect five pizzas before Michelangelo and Donatello do to complete the mission.

Mission 20: Sky Scrapes



Description: Fight the heavy wind current and defeat your enemies

Character(s): Any

Stage: Manhattan

Objective: Battle three Foot Ninja simultaneously as a wind current slowly blows you to the right; defeat all three to complete the mission



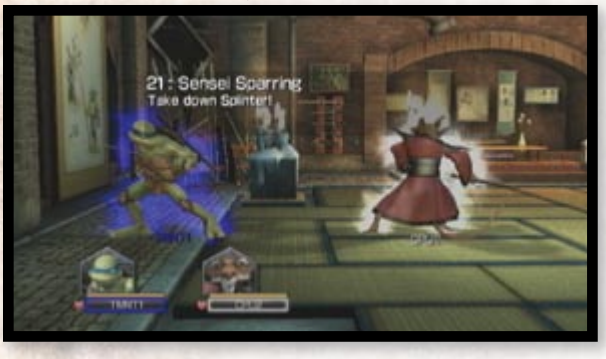
The wind current does not affect you while you swing on the red pole in the center of the stage.

The wind current that continuously blows during this mission is not very strong. If you're

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on the ground, your character moves slowly to the right. The effect is slightly stronger when you jump, but even then it isn't much to worry about. Fight as you normally would, playing defensively and blocking or rolling to avoid your opponent's attacks, then counterattacking with a throw or combo of your choice. Use the red pole in the center of the stage; the wind current does not affect you while you're on the pole. This also makes it relatively easy to attack your opponents while staying a safe distance away.

Mission 21: Sensei Sparring



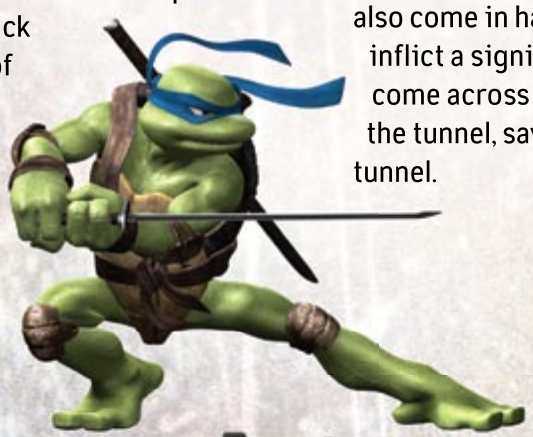
Description: Take down Splinter

Character(s): Leonardo, Raphael, Michelangelo, Donatello

Stage: Dojo

Objective: Defeat Splinter in a standard one-on-one battle

This is a very straightforward battle. Play defensively and block or roll to avoid Splinter's attacks, then counterattack with a throw or combo of your choice. Even on the hardest difficulty Splinter does not put up much of a fight as long as you play defensively.



Mission 22: Tunnel Vision



Description: Defeat three Foot Ninja in the tunnel

Character(s): Any

Stage: Train

Objective: Fight three Foot Ninja simultaneously; you can only inflict damage to the Foot Ninja while the train goes through the tunnel; KO all three to complete the mission

The trick to this mission is that you can only inflict damage on your opponents while the train is going through the tunnel. If you attack them at any other time, it doesn't cause any damage. Stay to the right of the train and continually separate each car to force the three Foot Ninja to move to the right. As soon as the train moves into the tunnel, head to the left side of the screen and use throws to toss the Foot Ninja off the train or into the ceiling of the tunnel. This will cause the most damage in the shortest amount of time. Items also come in handy on this stage because they inflict a significant amount of damage. If you come across any items before the train reaches the tunnel, save them until the train enters the tunnel.

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Use throws to toss the Foot Ninja against the ceiling of the tunnel to inflict a significant amount of damage.

On the hardest difficulty setting, you may have to wait until the train enters the tunnel a second time to finish off all three opponents. If you can, focus on one Foot Ninja at a time to lower their numbers. However, your priority should be to inflict as much damage as possible while the train is in the tunnel. If you cannot focus on a single Foot Ninja, just attack as much as possible so that the next time the train enters the tunnel you can quickly finish them off.

Mission 23: Return of the Foot



Description: Take down ten Foot Ninja using Karai

Character(s): Karai

Stage: Enemy Base

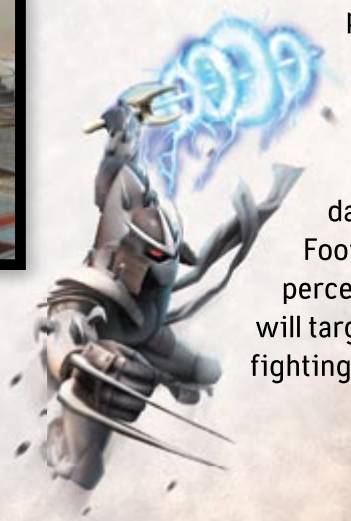
Objective: Use Karai and fight ten Foot Ninja in a one-on-three battle; when one Foot Ninja is KO'd, another takes his place; defeat all ten to complete the mission

In this mission, you must battle three Foot Ninja at a time until you have defeated ten Foot Ninja. The Foot Ninja are relatively easy opponents, but fighting three at a time can be a daunting task. Play defensively and focus on one Foot Ninja at a time to take each one down as quickly as possible. Roll and block to avoid their attacks, then use a combo or throw as a counterattack.



When fighting two or three Foot Ninja, use the laser stage hazard to inflict a significant amount of damage.

When the stage transitions to the second tier, use the laser stage hazard as often as possible until there is only one Foot Ninja left. With two or three Foot Ninja, the laser has a much higher chance of targeting a Foot Ninja instead of Karai. However, if it targets Karai, activate the laser again to reset the selection process. Even on the hardest difficulty, the Foot Ninja rarely avoid the laser blast, and it inflicts a significant amount of damage. When only one Foot Ninja is left, there's a 50 percent chance that the laser will target Karai, so use defensive fighting strategies instead.



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Mission 24: The Prize



Description: Defeat Splinter, Leonardo, Casey, and April

Character(s): Foot Ninja, Karai, Shredder, Utrominator

Stage: Enemy Base

Objective: Fight in a one-on-two battle against Casey and April; when one of them is KO'd, Leonardo takes their place; when the next opponent is KO'd, Splinter takes their place; defeat all four opponents to complete the mission

When the mission begins, you are the only character on the screen. Move slightly to the right to where the first opponent appears. When they appear, they will not attack and they are not able to block any attacks. Use this opportunity to attack with a combo of your choice. Do not use a throw in this situation because it will not connect and the opportunity will be wasted.



At the beginning of the battle, you can attack the first opponent that appears before they can block or attack.

Focus on one opponent at a time to dispatch them quickly. Play defensively and roll or block to avoid their attacks, then counterattack with a throw or combo of your choice. When the stage transitions to the second tier, the opponents will try to use the laser against you. If your character is selected by the laser, hit the orb to reset the selection process before the laser fires. If you find yourself close to the orb, activate the laser; otherwise, fight each opponent normally because they will attempt to reset the laser if they are selected.

Mission 25: Class Is in Session



Description: Tutor the turtles in the ways of battle

Character(s): Splinter

Stage: Dojo

Objective: Use Splinter and battle one-on-one against Donatello, Michelangelo, Raphael, and then Leonardo; when one opponent is defeated, the next appears to take their place; defeat all four to complete the mission

When the mission begins, move slightly to the right where the first opponent appears. When Donatello appears, he cannot block or attack. Use this opportunity to initiate a combo to get a head start on the battle. This strategy works when Michelangelo, Raphael, and Leonardo appear, too.

Play defensively, using rolls and blocks to evade attacks, then counterattack with a

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throw or combo of your choice. The Dojo stage is relatively small, so use wall attacks if you find yourself near one of the walls. In the smaller stages, the computer will not evade wall attacks as often as it does on larger stages.

Mission 26: Subordinate's Duty



Description: Using the Foot Ninja, protect Karai from Raphael

Character(s): Foot Ninja

Stage: Western Town

Objective: Defeat Raphael before he defeats Karai

Karai fights extremely well for a computer-controlled character. Do not worry about keeping Raphael away from her, and instead focus on attacking Raphael. Karai will assist you throughout the fight, but continue to use a defensive strategy of rolling and blocking to avoid Raphael's attacks, then counterattacking with a throw or combo of your choice.



Mission 27: The Beauties of Battle



Description: Defeat your opponent

Character(s): Karai, April

Stage: Castle

Objective: Select Karai and defeat April, or select April and defeat Karai

This is a straightforward fight. Select whichever character you feel more comfortable with and employ standard defensive tactics. Block or roll to avoid your opponent's attacks, then counterattack with a throw or combo of your choice.

Mission 28: A Guy's Fight



Description: Defeat your opponent

Character(s): Casey, Shredder

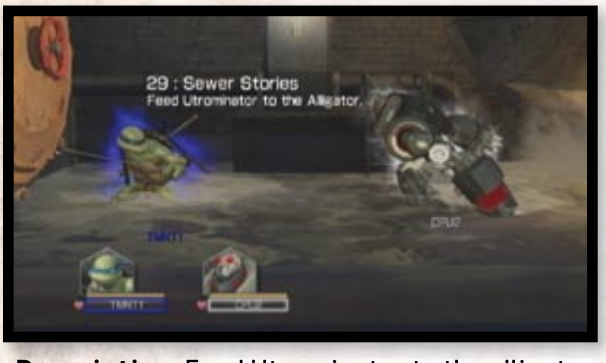
Stage: Manhattan

Objective: Select Casey and defeat Shredder, or select Shredder and defeat Casey

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Just like the previous mission, this is a very straightforward battle. Casey is faster than Shredder, which generally makes him easier to win with, but select whichever character you prefer. Block or roll to avoid your opponent's attacks, then counterattack with a throw or combo of your choice. Use the red pole in the center of the stage to inflict significant damage on your opponent while staying safely away from him.

Mission 29: Sewer Stories



Description: Feed Utrominator to the alligator

Character(s): Any

Stage: Sewer

Objective: Defeat Utrominator by forcing him into the alligator stage hazard on the bottom level of the second tier of the Sewer stage

To successfully complete this mission, you must get Utrominator caught in the Sewer stage hazard. You cannot inflict damage to Utrominator any other way, but thankfully it only takes a single alligator attack to dispose of Utrominator. When the mission begins, focus on knocking Utrominator away from you, then attack the hatch on the left until Utrominator resumes his attack. You cannot complete the mission on the first tier of the Sewer stage, and you cannot damage Utrominator here, so focus on transitioning to the second tier as quickly as possible.



Attack the hatch on the left to quickly transition to the second tier of the Sewer stage.

Once you reach the second tier of the Sewer stage, head straight to the bottom level. Utrominator will do everything he can to avoid getting caught by the alligator. Block or roll to avoid his attacks, then counterattack with a normal throw. Do not use an upward throw (press Up after grabbing an opponent) because you want to keep Utrominator on the ground and stunned for as long as possible.



Head to the bottom level of the second tier and try to keep Utrominator in the corner to prevent him from escaping the alligator.

As soon as the warning sign appears, Utrominator will attempt to reach one of the aerial platforms. Continue to attack him to keep him on the bottom level. Once again, throws should be your main offensive tool because they keep Utrominator on the ground and stunned longer than most other attacks. If you have an item that stuns, use that. Try to keep Utrominator in the corner of the bottom level so he has to cover more ground to reach the aerial platforms.

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Use throws as your primary offensive weapon to keep Utrominator on the ground and stunned for as long as possible.

If Utrominator makes it to an aerial platform, throw him off the platform and follow him with an aerial attack of your choice. Then use a double jump to get back to the safety of the aerial platform. If Utrominator hits the bottom level after the warning sign has been active for at least five seconds, he will not be able to avoid the alligator's attack.

Mission 30: Father Figure



Description: Defeat Shredder

Character(s): Karai

Stage: Enemy Base

Objective: Play as Karai and KO Shredder before he can KO you

This is another straightforward battle. Karai is significantly faster than Shredder, so try to finish him off before the Enemy Base transitions to the second tier. If the transition takes place, watch out for Shredder using the stage hazard to attack Karai. If he activates the laser, watch to see which character it targets. If it targets Karai, hit the orb in the center of the stage to reset the targeting system.

Mission 31: A Gentleman's Agreement

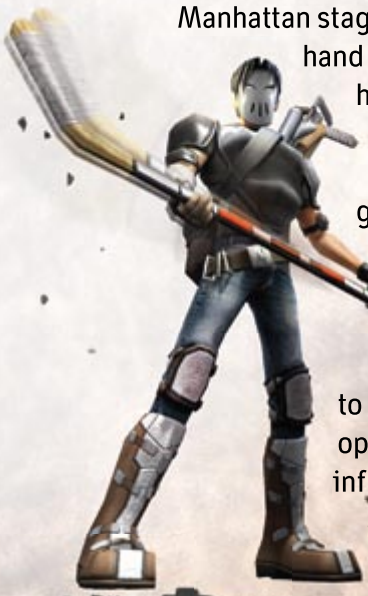


Description: Defeat Casey and Utrominator

Character(s): Any

Stage: Manhattan

Objective: Battle Casey and Utrominator simultaneously in a one-on-two battle; defeat both to complete the mission



Use the red pole in the center of the Manhattan stage to gain the upper hand in this battle. On the hardest difficulty setting, it can be troublesome if you get caught being double teamed by your opponents. Using the red pole allows you to stay away from both opponents while still inflicting a significant amount of damage with each attack.

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Mission 32: Unlikely Teammates



Description: Team up with Karai to defeat Splinter and Shredder

Character(s): Leonardo

Stage: Enemy Base

Objective: Battle alongside Karai in a tag-team match against Splinter and Shredder; defeat both opponents to complete the mission

This is the only tag-team battle in Mission Mode. You start as Leonardo, fighting Splinter. Press the Switch Character button to change between Leonardo and Karai. You can only switch while your character is standing on the ground. Each character has an individual health bar, so if one dies or gets low on health, you can still fight as the other character.





In tag-team battles, each character has an individual health bar.

Switch to the character you're most comfortable with and attack Splinter with the standard defensive style. Block or roll to avoid Splinter's attacks and counterattack with a throw or combo of your choice. If you use throws, toss your opponent into the air (press Up after the initial grab) instead of using a normal ground throw. This gives your opponent less time to switch characters and allows you to potentially finish one off before he can tag in his partner. If your initial character reaches approximately 50 percent health, switch to your other character to ensure you don't lose one of your characters prematurely.

Watch out for the falling pillars on either side of the Enemy Base stage just before the tier transition. If the stage transitions to the second tier, watch out for the laser stage hazard. If your opponent activates the laser, watch who it targets and be prepared to reset the targeting system if it targets your characters.

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Mission 33: Mutiny



Description: Take down ten Foot Ninja using Shredder

Character(s): Shredder

Stage: Enemy Base

Objective: Take control of Shredder and defeat ten Foot Ninja; you battle three Foot Ninja at a time until all ten have been dispatched; KO all ten to complete the mission

When the mission starts, attack the pillars on either side of the stage to quickly transition to the second tier. Once you're on the second tier, continually activate the laser to inflict additional damage to the Foot Ninja. Most of the battle will pit Shredder against three Foot Ninja simultaneously, giving the Foot Ninja a much higher chance of being targeted by the laser. If the laser targets Shredder, hit the orb again to reset the targeting system. If the laser targets one of the Foot Ninja, they will try to reset the targeting system. Stay close to the orb to keep the Foot Ninja away from it, while inflicting additional damage with combos and throws.

Mission 34: Stay Dry



Description: Touching the water will cause you to take damage; avoid the water and defeat your enemies

Character(s): Any

Stage: Sewer

Objective: Battle three Foot Ninja simultaneously; in the second tier of the Sewer stage water slowly inflicts damage on any character it comes in contact with; defeat all three Foot Ninja to complete the mission

When the mission begins, move to the right side of the stage away from the hatch. The water in the first tier of the Sewer stage does not inflict any damage on your character, making it a very safe location to fight. If no one attacks the hatch, you can stay on the first tier for approximately 45 seconds. Make the most of this time but attacking all three Foot Ninja very aggressively. Use wall attacks off the right wall and only block when necessary. Try to inflict as much damage as possible before the stage transitions to the second tier.

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Stay on the first tier for as long as possible to avoid the water damage.

Once you're on the second tier, head straight to the bottom level and continue attacking the Foot Ninja relentlessly until the warning sign appears. The water on the three aerial platforms slowly inflicts damage on any character who touches it. This is not a severe handicap because the damage takes a significant amount of time to add up enough to KO your character or any of your opponents.



If you stand on one of the aerial platforms, the water slowly inflicts damage on your character.

While on the bottom level, you have five seconds after the warning sign appears before the alligator attacks. However, you can avoid the alligator with a well-timed roll. The Foot Ninja will attempt to make a run for one of the aerial platforms to escape the stage hazard. Use this opportunity to attack them and potentially finish them off, but be careful not to land on the bottom level after the warning sign has been active for five seconds. If you're already on the bottom level, you can roll to avoid the alligator. But if you're in the air chasing after your opponents and land on the bottom level, it's nearly impossible to avoid the alligator.

Mission 35: Everything in Reverse



Description: Defeat the enemy with the upper, lower, right, and left inputs reversed

Character(s): Any

Stage: Manhattan

Objective: Battle three Foot Ninja simultaneously with all directional inputs reversed; defeat all three Foot Ninja to complete the mission



Stay around the starting position...

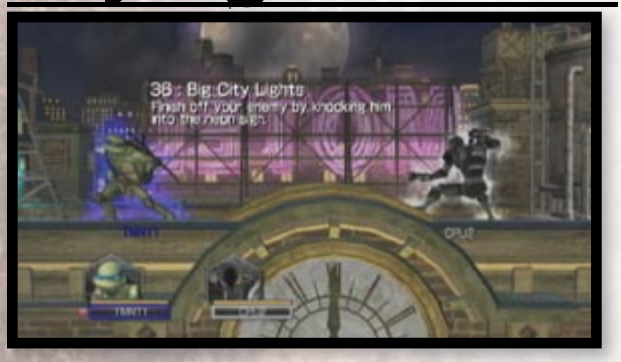
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...to avoid potentially falling to your doom.

You start this mission on the left building of the Manhattan stage. If you're comfortable fighting with reverse directional inputs, fight as you normally would. However, if you're disoriented by the reverse inputs, stay in the starting position and only move to roll away from an opponent's attack. Counterattack with a very basic combo, such as three consecutive Weak Attacks, but do not attempt to perform any elaborate combos. If you fall off one of the buildings or get close enough to the side of a building to cling to the wall, it is very difficult to get back on stable ground with the reversed inputs. A fall results in an instant KO, so stay at your starting position to remain safely away from these dangers.

Mission 36: Big City Lights



Description: Finish off your enemy by knocking him into the neon sign

Character(s): Any

Stage: Manhattan

Objective: Fight a single Foot Ninja; only knocking him against the neon sign inflicts damage; KO the Foot Ninja to complete the mission



Use a normal throw...



...or an attack or combo to knock the Foot Ninja into the neon sign.

There are two ways to easily complete this mission. The only way to inflict damage on the Foot Ninja is to knock him against the neon sign to the left of your starting position. Many characters can throw an opponent toward the neon sign. You also can stand between the neon sign and the water tank and knock the Foot Ninja into the neon sign with an attack or combo. The neon sign will not break given the special circumstances of this mission, so don't worry about limiting your attacks to prevent the sign from breaking. No matter which attack method you choose, make sure you stay around the starting position. If you venture away from the neon sign, you will have a much harder time knocking your opponent into the sign and inflicting damage.

Mission 37: Deadly Wasps



Description: Disturb the hives and use the wasps to finish off your opponents

Character(s): Any

Stage: Jungle

Objective: Fight two Foot Ninja simultaneously; the only way to inflict damage is by using the wasp stage hazard; defeat both Foot Ninja to complete the mission

The only way to inflict damage to the two Foot Ninja is by attacking the hives on either side of the stage and getting the wasps to attack your opponents. Because the first tier of the Jungle stage is very small, this is much easier than it sounds. As soon as the mission begins, attack the hive to your left, then jump over to the opposite side and attack the hive on the far right. Once you've attacked both hives, stay in the middle of the stage with the Foot Ninja on either side of you. The wasps attack the closest character, so it is important to keep the Foot Ninja between you and the wasps.

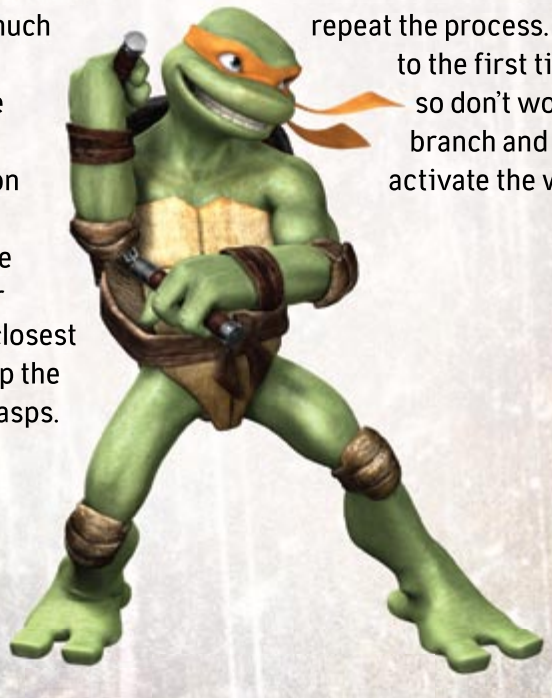


Immediately attack the wasp hives on either side of the stage...



...then move to the middle of the stage to ensure the wasps target the Foot Ninja.

The wasps attack for approximately ten seconds, which is not enough time to finish off either Foot Ninja. When they stop attacking, quickly attack each hive to activate the wasps and repeat the process. This mission is limited to the first tier of the Jungle stage, so don't worry about breaking the branch and losing the ability to activate the wasps.



Mission 38: Stay Away from the Light!



Description: Finish off all your enemies using the laser

Character(s): Any

Stage: Enemy Base

Objective: Fight three Foot Ninja simultaneously; the only way to inflict damage is to use the laser stage hazard; defeat all three Foot Ninja to complete the mission



Stay near the orb, but far enough away so that you don't hit it with an attack.

The mission starts in the second tier of the Enemy Base. Activate the laser, then stay close to the orb that triggers the laser, but not close enough to hit it with an attack. If the laser targets one of the Foot Ninja, all three will make an attempt to reset the targeting system by hitting the orb again. Even though your attacks do not inflict any damage, you must attack the Foot Ninja to keep them away from the orb.



Use a kunai or bomb to attack the orb from a distance!

If kunai or bombs appear, pick them up and battle the Foot Ninja on the far left or right side of the screen. The items allow you to attack the orb from a distance, making it much easier to keep the Foot Ninja away from the orb if they are targeted. Other items, such as the Byakko, also can hit the orb and trigger the laser, but the kunai and bombs are the most reliable items for this task. Once the laser has fired, the Foot Ninja do not attempt to evade it.

Mission 39: Seek and Destroy



Description: Shred all the crates

Character(s): Shredder

Stage: Western Town

Objective: Four crates must be destroyed to complete the mission; Shredder does not have to specifically destroy any of the crates

This mission pits you (controlling Shredder) against Raphael, Splinter, and Leonardo. Ignore

your three opponents and head straight for the closest crate. Shredder is relatively slow, so you may have to use consecutive rolls to safely make your way to each crate. To successfully complete the mission, all four crates must be destroyed, but Shredder does not have to be the one who destroy the crates. However, the mission will be completed much faster if you take the initiative instead of waiting on one of your opponents to hit the crates.

Mission 40: Ninja Knockout



Description: Knock five Foot Ninja off the castle

Character(s): Any

Stage: Castle

Objective: Ring out the Foot Ninja by knocking them off the castle; you fight two Foot Ninja at a time until all five have been defeated; ring out all five to complete the mission

This is arguably one of the hardest missions to complete, especially on the Hard difficulty setting. The character you choose to play as determines how difficult this mission is to complete. Throwing opponents off the side of the castle is the easiest way to ring out the Foot Ninja, so it is best to select characters with throws that toss opponents a long distance. Fugitoid, Raphael, Casey, and Ninja Rabbid are the best choices for this mission. All four characters have throws that work well in this mission, but Fugitoid has the best throw of the bunch for this mission.



Use Fugitoid and stand on the very edge of the bottom level...



...then throw each Foot Ninja off the castle...



...and grab the edge to ring them out!

You fight two Foot Ninja at once. Although you cannot inflict damage, the Foot Ninja are not very aggressive. When the mission begins, move to the left edge of the bottom level and wait for the Foot Ninja to approach. When a Foot Ninja is close enough, grab him and toss him off the edge. As soon as you throw the him, fall off the castle and use an air jump to grab the edge. The Foot Ninja cannot grab the edge if you are

already hanging on it, which forces him to make it back to the bottom level of the castle or fall to his doom. Because Fugitoid throws opponents the farthest, if you stand on the edge of the stage and throw each Foot Ninja off, their only option is to grab the edge. As long as you're hanging from the edge when they try to grab it, they will be rung out.



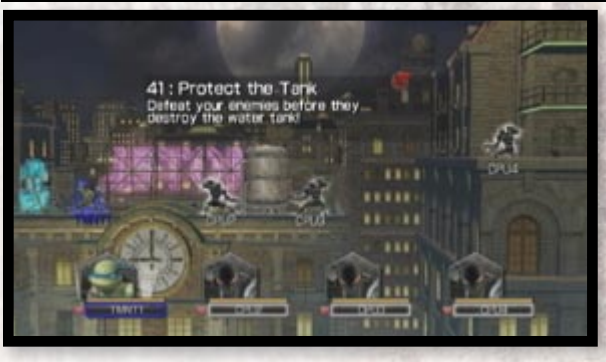
On the second tier, stand as close to the end of the stage as possible...



...and throw each Foot Ninja off the edge.

When the stage transitions to the second tier, break down the doors on whichever side you're closest to and use the same strategy. This time you don't have to worry about hanging off the edge because there's no edge on the second tier. All you have to do is get as close to the end of the stage as possible and throw each Foot Ninja off. If you're not at the very end of the stage, the Foot Ninja may be able to make it back to the bottom level. If this happens, you can attack the Foot Ninja as they're coming back to knock them farther away.

Mission 41: Protect the Tank



Description: Defeat your enemies before they destroy the water tank

Character(s): Any

Stage: Manhattan

Objective: Fight three Foot Ninja simultaneously; to complete the mission, defeat all three before the water tank is broken and all the water floods out

The difficulty in this mission does not stem from defeating the three Foot Ninja, but from taking them out before all the water flows out of the water tank. As soon as the mission starts, all three Foot Ninja begin attacking the water tank. Once the water tank has been broken, a ten-second timer appears at the top of the screen. When the timer expires, the mission comes to an end. It is very difficult to defeat all three Foot Ninja before the water tank is broken. However, it is possible to defeat at least two Foot Ninja before the ten-second countdown comes to an end.



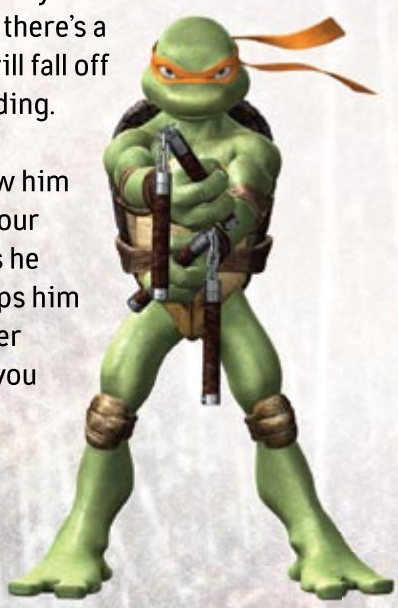
Use a long-range attack to hit the Foot Ninja as soon as the mission begins.

When the mission begins, if your character has a ranged attack use it immediately to disrupt the Foot Ninja to your right. For the time being, ignore the other two Foot Ninja. Fight aggressively, blocking and rolling only when you absolutely must to avoid an attack. You should be able to defeat the first Foot Ninja before the tank is broken. Do not hit the tank or it will break faster.



Stay close to the water tank so you can quickly switch from one Foot Ninja to the next.

Stay close to the water tank so you can quickly switch to the next Foot Ninja. If the tank has not yet broken, the two remaining Foot Ninja should be above or to the right of the water tank. At this point, you can attack both Foot Ninja at once to knock them away from the tank. The area to the right of the tank is very small. If you use attacks that move your character forward, there's a good chance you will fall off the side of the building. Instead, grab your opponent and throw him up, then continue your attacks in the air as he descends. This keeps him away from the water tank and prevents you from falling off the building.





Use upward throws to prevent yourself from falling off the building when fighting on the right side of the tank.

If you can get both Foot Ninja away from the tank, use normal throws to keep them on the ground and limit their ability to get back over to the tank. If you are down to a single Foot Ninja and the tank has not broken, knock him over to the building on the right to prevent him from attacking the tank. With only a single Foot Ninja to worry about, it is relatively easy to keep him away from the tank.

Mission 42: Foot Clan Brawl



Description: Defeat all three Foot Ninja

Character(s): Any

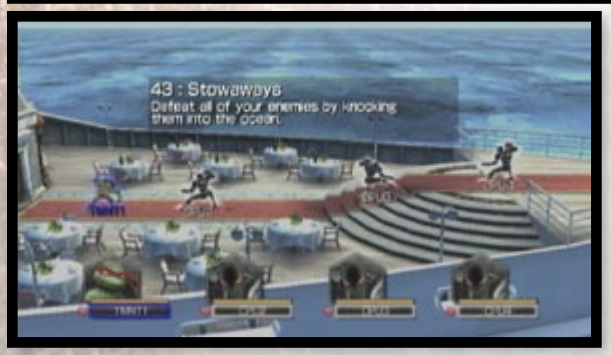
Stage: Sewer

Objective: Fight three Foot Ninja simultaneously; defeat all three to complete the mission

This is a standard fight against three Foot Ninja. When the mission begins, attack the hatch on the left until the Foot Ninja close in on you.

Knock them away and continue to focus on the hatch until it breaks and the stage transitions to the second tier. Once on the second tier, head to the bottom level and fight the Foot Ninja here, where they are susceptible to the alligator stage hazard.

Mission 43: Stowaways



Description: Defeat all your enemies by knocking them into the ocean

Character(s): Leonardo, Raphael, Michelangelo, Donatello

Stage: Cruise Ship

Objective: Face off against three Foot Ninja simultaneously; normal attacks do not inflict any damage—you must knock them into the ocean to earn a KO; defeat all three Foot Ninja to complete the mission

Normal attacks do not inflict any damage during this mission. The only way to KO the Foot Ninja is to knock them into the water, where a shark will take them out in a single attack. Select Raphael because his throw knocks opponents farther away than the other turtles. Head to the far right side of the cruise ship, where you can toss each opponent into the water. If you stand as close to the edge as possible, Raphael's throw tosses them far enough away that they can only grab the edge as they attempt to get back to the ship. As soon as you throw a Foot Ninja, drop off the ship and use an air jump to grab the edge. This prevents the Foot Ninja from grabbing the edge and forces him into the ocean.



Head to the right side of the ship and toss opponents off the edge...



...then grab the edge to prevent them from getting back on the ship.

When the camera zooms out, move to the middle of the ship to avoid taking damage when the ship crashes into the iceberg. Quickly move back to the right edge and continue using throws to toss the Foot Ninja into the water. At this point, before the whale appears, there's no edge for the Foot Ninja to grab. This makes it easier to toss them into the ocean.

Once the whale appears, move to the right side of the whale and use the same throwing technique against any remaining Foot Ninja. Be very careful near the right side of the whale because the sharks can get to you if you move too far into the water. You may think you're safe, but the sharks can reach you even if you're not fully submerged in water.

Mission 44: Timber!

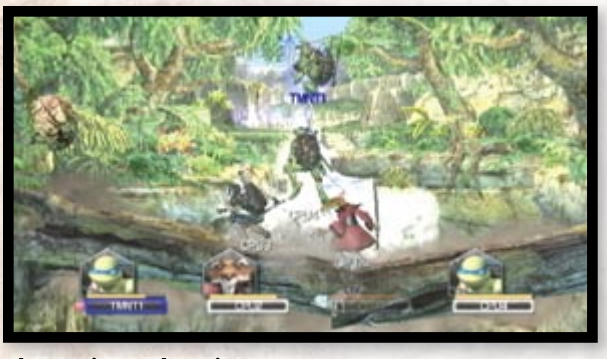


Description: Be the first to smash the log

Character(s): Any

Stage: Jungle

Objective: Break the log before Leonardo, Splinter, and Casey to complete the mission



Jump into the air...



...and use a downward hitting attack to break the log.

You face off against Leonardo, Splinter, and Casey in a one-on-three battle, but to complete the mission you only need to break the log before they do. Your three opponents do not go out of their way to break the log, but it doesn't take much to damage it. Any jump or aerial attack inflicts damage on the log. Ignore your opponents and focus solely on breaking the log. As soon as the mission begins, jump into the air and use a downward hitting attack (jump, then press Down and Strong Attack with most characters). It should only take a few of these attacks to break the log and complete the mission.

Mission 45: Take Five



Description: Survive five battles

Character(s): Leonardo, Raphael, Michelangelo, Donatello, Shredder, Splinter, Karai, Utrominator, Foot Ninja

Stage: Cruise Ship

Objective: Fight a Foot Ninja, Utrominator, another Foot Ninja, Karai, and Shredder, in that order; each fight is a one-on-one battle; defeat all five opponents before the 150-second timer expires to complete the mission

The most challenging aspect of this mission is the 150-second time limit. On lower difficulty settings, each opponent takes more damage than normal, which makes it relatively easy to KO them all within the allotted time. However, on the hardest difficulty setting, each opponent takes minimal damage from your attacks, which makes every second count.

The first Foot Ninja takes more damage than any of the other opponents. Attack as much as possible to defeat him quickly. When each new opponent appears, they are vulnerable for a short period of time. Use this window of opportunity to hit them with a combo or an item attack. Go out of your way to get any item that appears because items inflict more damage than virtually any other attack, which saves you a great deal of time.



Use items to inflict a significant amount of damage and quickly KO your opponents.

Against the other five opponents, play as offensively as possible, but block and roll to avoid their attacks when necessary. You do not have time to wait for them to attack you, but if you're too reckless you'll lose time as they knock you to the ground.



Stay away from the whale's blow hole to avoid losing valuable time if your opponent gets caught in the stream of water.

When the stage transitions to the whale, stay on the right and throw your opponent into the water for a quick and easy KO. Do not stand near the whale's blow hole. If your opponent is caught in the water when it shoots from the blow hole, you'll lose a significant amount of while you wait for them to come down.



Stand on the right side of the ship during the stage transition...



...to knock your opponent into the water.

When the ship reappears, quickly use the blow hole to reach the ship, then attack your opponent as they attempt to follow. This is a very good opportunity to save time by knocking your opponent into the water and earning an instant KO from the shark stage hazard.



Mission 46: Robot Freak Out!



Description: Take down Utrominator

Character(s): Any

Stage: Western Town

Objective: Battle an altered Utrominator with a permanent tornado Ninja Power and increased speed; defeat Utrominator to complete the mission



Use the red pole to attack Utrominator while avoiding his tornado power.

Standard tactics of playing defensively do not work in this mission because Utrominator has the power of the tornado Ninja Power at all times. He also moves much faster than normal, which makes it difficult to attack him. Use the red pole in the center of the stage to easily target Utrominator and avoid his tornado power. If you're skilled with the targeting sight, you can also use the stampede if a buffalo target appears. However, given the speed of Utrominator, this option should only be considered if you can quickly and easily hit the target.

Mission 47: Pupil's Revenge



Description: Take down Splinter

Character(s): Leonardo, Raphael, Michelangelo, Donatello

Stage: Dojo

Objective: Face off against Splinter in a one-on-one battle; defeat him to complete the mission

The Splinter in this mission is faster than he is normally. In addition, the computer-controlled Splinter takes minimal damage from your attacks and uses items very well. Play as defensively as possible, and do not rely on wall attacks because Splinter dodges them most of the time. Wait for Splinter to attack, then block or roll before issuing a counterattack. If an item appears, make every effort to pick it up before Splinter does. On the hardest difficulty setting, Splinter is very dangerous when he has a powerful item at his disposal.



Mission 48: Ninja Master



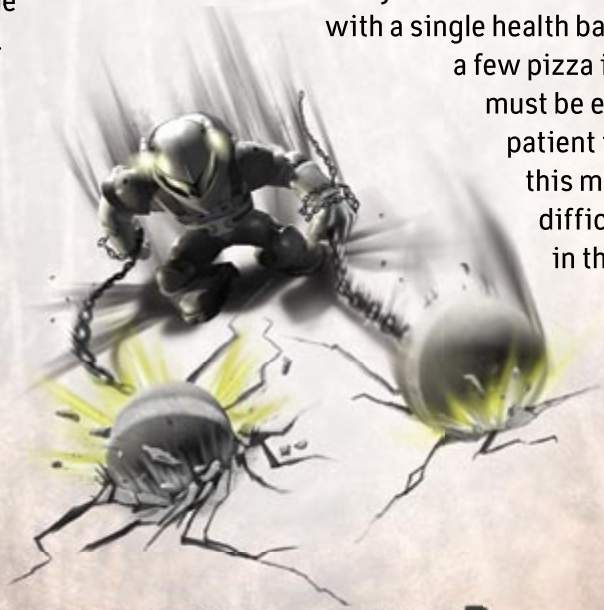
Description: Take down all seven opponents

Character(s): Leonardo, Raphael, Michelangelo, Donatello, Shredder, Splinter, Karai, Foot Ninja

Stage: Western Town

Objective: Fight one-on-one battles against a Foot Ninja, Donatello, Michelangelo, Karai, Raphael, Shredder, and Splinter, in that order; defeat all seven opponents to complete the mission

This is a relatively easy mission even though you must defeat seven opponents with only a single health bar. You can play defensively to prevail against this onslaught of opponents, but the easiest way to complete the mission is to use the red pole repeatedly. When each new opponent appears, they are vulnerable to attack for a limited time. Use this opportunity to hit them with an attack from the red pole. If you have an item, use the Ninja Power during this time to inflict a significant amount of damage. If your health starts to get low, look for pizzas to appear at a more frequent rate to help keep you alive.



Mission 49: Survival of the Fittest



Description: Fight to the finish! Can you survive the onslaught?

Character(s): Any

Stage: Dojo

Objective: Face off in one-on-one battles against April, a Foot Ninja, Donatello, Splinter Rabbid, Casey, Michelangelo, Utrominator, Raving Rabbid, Raphael, Fugitoid, Karai, Ninja Rabbid, Splinter, Nightwatcher, Leonardo, and Shredder in that order; defeat all 16 opponents to complete the mission

This is quite possibly the hardest mission in Mission Mode. The difficulty comes in the fact that you must defeat 16 consecutive opponents with a single health bar. As your health gets low, a few pizza items will appear, but you must be extremely defensive and patient to successfully complete this mission on the hardest difficulty setting. It's not a walk in the park on easier difficulty settings, but the easier the difficulty the more damage each opponent takes from your attacks.



When a new opponent appears...



...attack them before they can block!

It's very important to take advantage of every opportunity. When each new opponent appears, including the first opponent, they cannot block or attack for a few seconds. Use this opportunity to hit them with an item or attack with a combo. Do not use a throw in this situation because it will not hit most opponents.



The first few opponents can be KO'd by a few quick throws.

The first few opponents are very easy to KO. Two or three throws will finish them off. Play defensively and make sure you do not attack carelessly. Every hit you take makes it harder to complete the mission. Items are very important because of the significant damage they inflict. If you allow an opponent to pick up an item, it can be disastrous if you get hit. However, if you pick up every item and use them as new opponents appear, you can make a huge impact before each fight begins. Bombs are especially useful in this instance because you can use one as your new opponent appears, then wait for them to recover and throw a second bomb just as they're getting up. With proper timing, your opponent will not have time to evade the bomb and you'll inflict more than 50 percent damage before they have a chance to attack. Some opponents will tech roll after the first bomb. If this happens, simply hold on to your remaining bombs until the next opponent appears.



If you have a bomb, use it as soon as a new opponent appears...

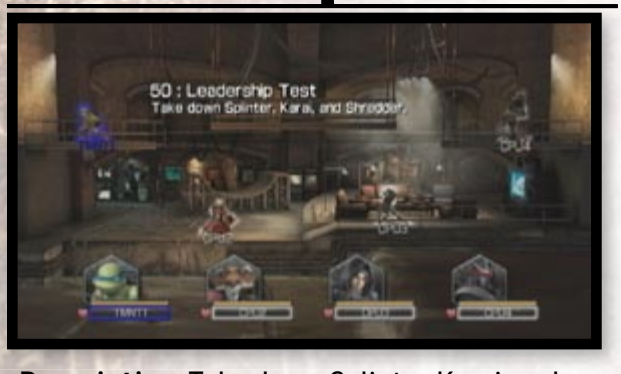


...then again as soon as the opponent gets off the ground!

It is very important to play as defensively as possible. Let every opponent come to you and do not attack until after your opponent has attacked. When an opponent gets close to you,

hold Block and roll to either side of them until they attack. Once you have blocked or evaded an attack, use a combo or throw to counterattack. Do not attack unless it is clear your opponent is at a disadvantage. The computer-controlled opponents will take advantage of every opportunity to hit you.

Mission 50: Leadership Test



Description: Take down Splinter, Karai, and Shredder

Character(s): Any

Stage: Turtle Base

Objective: Fight Splinter, Karai, and Shredder in a one-on-three battle; defeat all three to complete the mission

At the beginning of this mission, use the walls on the upper level of the Turtle Base to wall attack. Against three opponents, it's relatively easy to catch at least one of them with a wall attack. Items also work very well against three opponents, so make sure you attempt to pick up every item that appears. Once one of the opponents has been KO'd, focus on one of the remaining opponents to take them out quickly, then move on to the third and final opponent.

Mission 51: Back for More



Description: Take down Shredder, Nightwatcher, and Leonardo

Character(s): Any

Stage: Castle

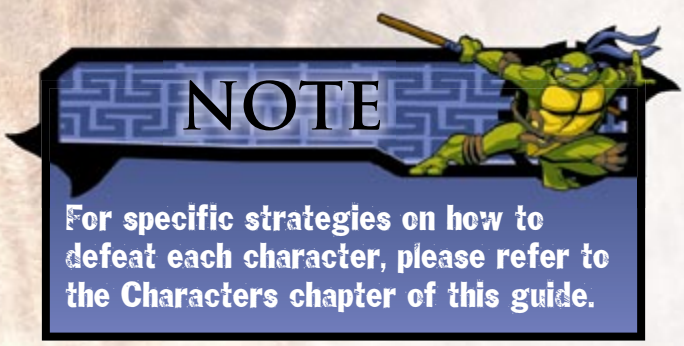
Objective: Fight Nightwatcher, Leonardo, and Shredder in a one-on-three battle; defeat all three to complete the mission

This is the same as the previous mission, only you're fighting a different lineup of opponents. If you select Raphael, you can stand near the edge and use his throw to toss opponents over the edge. Drop off the castle, then air jump to grab the edge to force your opponent into a ring out. If you opt to use someone else, use standard defensive tactics by blocking and rolling to avoid attacks, then countering with a throw or combo of your choice.

Focus on Nightwatcher and Shredder, and leave Leonardo for last. Shredder's attacks are slow, but he will attempt to attack you while you're engaging another opponent. His attacks can inflict a significant amount of damage if they connect, so it's best to take him out first. Once Shredder has been defeated, focus on Nightwatcher to avoid his damaging attacks. Defeat Nightwatcher, then take care of Leonardo.

Arcade Mode

The Arcade Mode in *TMNT: Smash-Up* is fairly straightforward. Select a difficulty setting ranging from Easy to Shell-Shocked (extremely hard), select your character, then fight your way through eight battles to receive a reward and your character's unique ending story.



Basics

Difficulty



There are five difficulty levels in Arcade Mode: Easy, Normal, Hard, Very Hard, and Shell-Shocked. The only things that change as you move up in difficulty are how your opponents fight and how much damage each attack inflicts. On easier difficulty settings, opponents are more susceptible to your attacks, your attacks inflict more damage, and your opponents' attacks inflict less damage. On the hardest difficult setting (Shell-Shocked), every opponent evades attacks to the best of their ability, it requires more attacks to KO an opponent, and your opponents' attacks inflict significantly more damage than on any other difficulty setting.

Character Selection



The Arcade Mode in *TMNT* is essentially the Story Mode. Only the good guys have a story in *Smash-Up*, which means you can only play as the good guys in Arcade Mode. This limits your character selection to April, Casey, Donatello, Leonardo, Michelangelo, Raphael, and Splinter. The character you select does not affect who you face in Arcade Mode, beyond the fact that you cannot fight against yourself. Upon successful completion of the Arcade Mode, you will see a unique ending for the character you selected.

Bonus Games



As you progress through the Arcade Mode, you will encounter three bonus games. All bonus games are available whether you have unlocked them or not, but you can only select each bonus game one time. The successful completion of a bonus game has no bearing on your ability

to continue through Arcade Mode. Likewise, if you fail a bonus game, you will still be able to continue through Arcade Mode with no additional penalties.

Battles



Arcade Mode is made up of eight battles and three bonus games. Each battle is a standard battle royal in which you must fight against one, two, or three opponents depending on the stage. All battles have a time limit of 180 seconds, and you are given three lives that must last you through the entire Arcade Mode. If you are KO'd more than three times, you are given the choice to use shells earned through various modes of play to continue your game. Upon continuing, you start on the same battle you were previously playing with three lives.

Stages

Stage Summary

Stage	Opponent(s)
1	Random Good Guy
2	Random Good Guy
Bonus Game	N/A
3	Random Good Guy
4	Random Good Guy
5	Foot Ninja (2)
Bonus Game	N/A
6	Utrominator
7	Karai, Foot Ninja
Bonus Game	N/A
8	Shredder, Foot Ninja (2)

NOTE

During the first four stages, you will fight any of the selectable characters in Arcade Mode. These include April, Casey, Donatello, Leonardo, Michelangelo, Raphael, and Splinter.

Stages 1–4









Opponent(s): Random Good Guys

Stage: Random

Recommended KO Order: N/A

On the first four stages, you can fight any one of the selectable characters in Arcade Mode. You will battle one-on-one against either

April, Casey, Donatello, Leonardo, Michelangelo, Raphael, or Splinter. Because you cannot battle against yourself, that leaves six potential opponents you may face during the first four stages. Beyond these restrictions, the opponent you face is completely random, and the stage you battle on is also random.

Stage 5



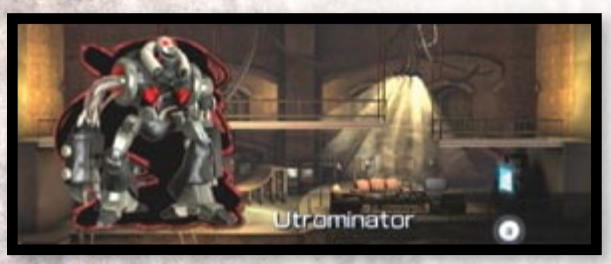
Opponent(s): Foot Ninja (2)

Stage: Random

Recommended KO Order: Foot Ninja 1 > Foot Ninja 2

Once you have completed Stage 4, the Arcade Mode shifts to the next phase and you battle against predesignated bad guys. In Stage 5, you must face off against two Foot Ninja on a randomly selected stage. Fighting against two opponents can be extremely difficult on the higher difficult settings. Pick one of the Foot Ninja and focus your attacks on him. If you can take one Foot Ninja down, it will be significantly easier to dispatch the second Foot Ninja. The Foot Ninja are identical, so it does not matter which one you choose to KO first.

Stage 6



Opponent(s): Utrominator

Stage: Random

Recommended KO Order: N/A

In Stage 6, you must face off in a one-on-one battle against Utrominator on a randomly selected stage. If the stage selected has a danger zone, try to keep him around that area, but stay on the move. This battle is much easier if you allow the stage hazard to do all the work for you. However, if you're battling on a stage that does not have a danger zone, keep your distance and pick up every item to ensure Utrominator does not have a chance to gain the upper hand. He's one of the slowest characters in the game, but if you block too many attacks he can break your guard. Use your superior speed to move in and hit Utrominator, then quickly move away before he can counterattack.

Stage 7



Opponent(s): Karai, Foot Ninja

Stage: Random

Recommended KO Order: Foot Ninja > Karai

Stage 7 is very similar to Stage 5 because you are battling against two opponents. However, the difference here is that one opponent is significantly stronger than the other. Stay away from Karai and focus primarily on the Foot Ninja. Take out the Foot Ninja first to make the battle against Karai much easier. If Karai gets close, use a rolling dodge to move around while remaining relatively safe. Once the Foot Ninja has been KO'd, take care of Karai.

Stage 8



Opponent(s): Shredder, Foot Ninja (2)

Stage: Enemy Base

Recommended KO Order: Foot Ninja 1 › Foot Ninja 2 › Shredder

The eighth and final stage pits you against Shredder and two Foot Ninja on the Enemy Base stage. This is a fairly wide-open stage, allowing you to move around with relative ease. Because you are fighting three opponents, you must stay on the move as much as possible. Try to focus on one of the Foot Ninja first to reduce the number of opponents. Use throws to keep yourself invincible while you're attacking the Foot Ninja. On higher difficulty levels, the Foot Ninja will escape some of your throws, but they will rarely counterattack. Watch for an escape throw and be prepared to guard or evade with a jump or rolling dodge. Items can also come in handy during this battle because they inflict a significant amount of damage, and many items can be used from a distance.

By the time the first Foot Ninja has been disposed of, the stage hazards will probably start activating. Watch out for the falling pillars on either side as you focus on the second Foot Ninja. Once he has been taken down, shift your focus to Shredder to finish the battle and complete Arcade Mode.

Reward



Once Arcade Mode has been completed, you must select from two treasure chests to receive a random reward. The reward is usually a random number of shells that can be used during trophy creation. Once you have selected a treasure chest, you are treated to your character's ending and scrolling credits.





Frame Data

You've learned all the best tactics and strategies for your character, and now it's time to take your game to the next level. This is where frame data comes into play. This chapter teaches you what frame data is, shows how to use it to advance your skills, and provides complete frame data for all 16 characters.

Basics

What Is Frame Data?

Frame data at the most basic level is nothing more than a unit of measurement. It measures the speed of every action in the game. There are 60 frames in a second, which means that 1 frame represents 1/60 of a second. For example, Leonardo's Weak Attack is 23 frames. That means it takes a little under half a second from the time you press Weak Attack to the time the attack is completely executed.

How to Use Frame Data

Some people think frame data is all about counting frames. This could not be farther from the truth because no one is able to count frames as an attack is being executed. Once you learn how to use frame data, when you press Weak Attack with Leonardo you won't be counting from 1 to 23 as quickly as possible. Frame data is actually much easier to learn and understand than most people think. There's a bit of math involved, but it's basic addition and subtraction, meaning that virtually anyone should be able to understand and use frame data properly. Some calculations, such as the guard break formula, require a small amount of multiplication, but nothing too advanced. It will take some time and experimentation, but once you have the hang of it, everything is very natural.

Tournament-level players use frame data to determine what is the best attack to use in every situation. For example, a roll takes 31 frames to execute (about half a second). A character is invulnerable to attack during most of the roll animation, but at the end of the animation there's a small window of opportunity when they can be attacked. Frame data lets you know exactly how long this window of opportunity is and which attacks you can use to best take advantage of that window.

Every fighting game uses frame data differently. In *TMNT: Smash-Up*, you must look at the active hit frames in addition to the total frames of an attack. Referencing Leonardo's Weak Attack again, it takes 23 frames from start to finish, but its active hit frames are from 4 to 8. This means that only the first part of the animation will actually hit an opponent. Everything from frame 9 to frame 23 is just the rest of the attack animation and everything from frame 1 to frame 3 is the start of the animation. This is why you may see an attack go right through an opponent and not understand why it didn't hit. If you use Leonardo's Weak Attack, the last 15 frames of the animation (more than half the animation of the attack) are not active hit frames and therefore will not hit the opponent. Only frames 4 through 8 of Leonardo's Weak Attack will hit an opponent.

Going back to the roll example, of the 31 frames it takes to perform a roll from start to finish, the last 10 frames make up the window of opportunity when the character cannot block. If the roll were an attack instead of an evasive maneuver, the active hit frames would be from 1 to 21. From frame 1 to frame 21 of the roll, the character cannot be hit by a normal attack. Using this information, if you anticipate your opponent is going to use a roll, you can study

the frame data for your character and determine what the best anti-roll attack would be. Your distance from the opponent and the range of each attack will also factor into your choice, but you want to use an attack that has a large number of active hit frames. Leonardo's Weak Diagonal Up Tilt is a good example because its active hit frames are 13 to 24. That's a 12-frame window that the attack will hit, and it starts 13 frames into the attack. If you use this attack as soon as you see your opponent roll, you'll have a good chance of hitting them as soon as they enter the 10-frame window of opportunity at the end of the roll.

Taking a more detailed look at this situation, if you were to use Leonardo's Weak Diagonal Up Tilt at the exact same time your opponent starts a roll, your opponent would be invulnerable from frames 1 through 20, and vulnerable from frames 21 through 31. Leonardo's Weak Diagonal Up Tilt is 66 frames, but the active hit window is from 13 to 24. This means that the attack will hit the rolling opponent on frame 21 as soon as they're vulnerable.

Even if you start the attack slightly after your opponent begins the roll, you have a 12-frame window of opportunity. For example, if your attack begins 15 frames after your opponent has begun their roll, frame 13 of your attack (the first active hit frame) would connect during frame 28 of your opponent's roll (during the window of opportunity). Remember, the window of opportunity on a roll is in frames 21 through 31, so you want the active hit frames of you attack to connect during that period of time.

Guard Damage and Guard Break

Every character has an invisible guard break meter and every attack has a guard damage value. Each character's guard break meter is 100 points. Each attack that a character blocks, the guard damage value of the attack is deducted from the character's guard break meter. When the guard break meter reaches zero, a guard break occurs and the character is vulnerable for 60 frames.

After the vulnerability, the guard meter returns to 100. For every one frame of time that passes in which a character is not blocking an attack, the guard meter replenishes 0.04 points. The easiest way to calculate this is to use an attack or some other action. For example, a roll takes 31 frames from start to finish, so a single roll replenishes 1.24 guard meter points. Leonardo's Strong Side Smash takes 86 frames from start to finish, so using this attack one time replenishes 3.44 guard meter points. Another way of looking at it is that for every second that passes, you replenish 2.4 guard meter points because there are 60 frames in a second.

Clash

Some attacks have the ability to clash. If two clashing attacks connect during their active hit frames, a clash ensues. When this occurs, the two characters lock weapons and each player must move the control stick or directional pad (follow the on-screen indicator) rapidly to determine the winner. The loser of the clash is left stunned for a short period.

Total Frames

The total frames of an attack are the number of frames it takes to execute an attack from start to finish. Using Leonardo as an example, as soon as you press Weak Attack, it takes 23 frames for the attack to completely execute.

Active Hit Frames

The active hit frames of an attack are the frames in which the attack will connect with an opponent. Using Leonardo's Weak Attack as an example, of the 23 total frames, only frames 4 through 8 will actually hit an opponent. If the attack makes contact with an opponent during any other frames (1 through 3 or 9 through 23) the opponent will not be hit by the attack.

Invulnerable and Recovery Frames

Rolls and dodges have invulnerability and recovery frames. Invulnerability frames are the frames in which a character cannot be hit during the execution of an action. For example, the invulnerability frames of a roll are frames 1 through 23. If any attack connects with a character during these frames, the roll will pass through the attack and the character will not be hit.

A roll is 31 total frames. Therefore, if the invulnerability frames of a roll are frames 1 through 23, the remaining frames are referred to as recovery frames. This means that frames 24 through 31 are the recovery frames of a roll. During the recovery frames, a character is vulnerable to an attack.

Combo Damage Modifiers

With every successive attack in a combo, the damage of the attack is modified. The more attacks in a combo, the lower the damage of each attack. For example, in a three-hit combo, the first hit inflicts 100 percent damage, but the second hit only inflicts 70 percent of the damage it would inflict if used as a standalone attack. The Combo Damage Modifier table shows the modification of each attack in a combo.

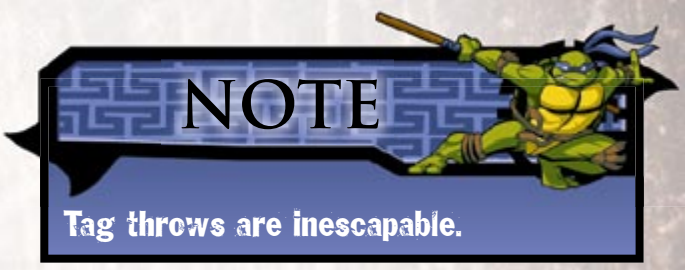
Combo Damage Modifiers

Hit	Modifier
First hit	100 percent
Second hit	70 percent
Third hit	35 percent
Fourth hit+	10 percent

Frame Data

Universal Moves

Throw Escapes: The escape window is 10 frames, which begins as soon as a throw command is input. This is a precise input. If you rapidly press Guard to escape a throw, the escape will not be successful. You must wait for the escape window, then press Guard. The escape window is visually represented by the G icon that appears over the characters. It is possible to escape the initial grab animation at any time in the same manner you can shake out of a stun.





The G icon represents the throw escape window.

Teching: When a character is knocked to the ground, there's a 20-frame animation of the character crumpling before they hit the ground. Immediately after this animation there's a 10-frame window of opportunity to tech roll. When knocked against the wall or ceiling, you can tech during the first 20 frames of the stun animation.

Wall Cling and Attack: You can wall cling for 34 frames. During this time, you can press Up or Down to scale the wall. After scaling

the wall, you can wall cling again for another 34 frames. At any point in time during a wall cling, you can execute a wall attack.

Edge Grab: A character can hang from the edge of a platform for 10 seconds before automatically falling off. When climbing up after hanging from a ledge, a character is invulnerable for the entire animation except for the last 10 frames. The total frames of the animation vary depending on the character.

Dodge and Roll Frame Data

Action	Total Frames	Invulnerable Frames	Recovery Frames
Roll	31	1-21	22-31
Ground Dodge	33	1-23	24-33
Aerial Dodge	31	1-23	24-31

Jump Frame Data

Action	Recovery Frames
Landing from a jump	5
Landing from a quick fall	30

NOTE

A character is considered to be on the ground until the fourth frame of the jumping animation.

Rising Actions

Action	Total Frames	Invulnerable Frames	Recovery Frames
Rising animation	41	1-41	0
Forward roll	41	1-31	10
Back roll	41	1-31	10

NOTE

To roll forward or back while getting up off the ground, press Forward or Back, respectively.



Item Frame Data

Item Frame Data

Item	Total Frames	Active Hit Frames	Guard Damage
Fire	126	50-100	–
Earthquake	91	52-55	–
Lightning	–	1-300	10
Tornado	–	1-300	0
Kunai	46	15-36	–
Three-way Kunai	46	15-42	–
Bombs	61	1 frame from when it hits	–
Mine	61	1 frame from when it hits	–
Byakko	–	33-540	–

Character Frame Data

April O'Neil Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	31	6-9	10	No
Weak Attack, Weak Attack	37	12-14	10	Yes
Weak Attack, Weak Attack, Weak Attack	59	13-17	30	No
Strong Attack	46	15-22	30	Yes
Weak Attack, Strong Attack	56	24-30	30	Yes
Weak Attack, Weak Attack, Strong Attack	59	20-24	30	No
Weak Diagonal Tilt	44	15-18	30	Yes
Weak Up Tilt	51	9-16	30	Yes
Weak Diagonal Up Tilt	61	9-12	30	No
Weak Side Smash	56	19-27	30	Yes
Weak Up Smash	71	28-32	30	Yes
Weak Down Smash	61	15-19	30	No
Strong Side Tilt	74	18-21, 38-41	15, 15	No
Strong Up Tilt	46	17-21	30	No
Strong Diagonal Up Tilt	56	10-30	15, 15	No
Strong Side Smash	61	19-22, 26-30	15, 15	No

April O'Neil Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Strong Up Smash	136	10-22, 26-52, 85-92	30, 30, 30	Yes
Strong Down Smash	57	19-24	30	Yes
Aerial Attack	26	4-9	30	No
Aerial Up Attack	48	11-15	30	No
Aerial Smash Attack	33	20-33	30	No
Dash Attack	51	9-30	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	11-13, 14-15	20, 20	No
Edge Hang Attack	91	39-41	20	No
Grab Animation	66	10-13	–	No
Throw	129	–	–	–
Up Throw	66	–	–	–
Wall Throw	101	–	–	–

Casey Jones Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	34	8-10	10	No
Weak Attack, Weak Attack	43	12-14	10	No
Weak Attack, Weak Attack, Weak Attack	59	19-21	30	No
Strong Attack	49	15-18	30	Yes
Weak Attack, Strong Attack	67	19-23	30	Yes
Weak Attack, Weak Attack, Strong Attack	68	23-26	30	Yes
Weak Diagonal Tilt	59	20-25	30	No
Weak Up Tilt	51	15-20	30	No
Weak Diagonal Up Tilt	67	14-19	30	No
Weak Side Smash	59	25-29	30	Yes
Weak Up Smash	61	12-18	30	No
Weak Down Smash	88	17-19, 40-42	30, 30	Yes
Strong Side Tilt	61	18-21	30	Yes
Strong Up Tilt	50	15-18	30	Yes

Casey Jones Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Strong Diagonal Up Tilt	59	15-17	30	Yes
Strong Side Smash	73	19-22	30	Yes
Strong Up Smash	88	19-45, 45-52	30, 30	Yes
Strong Down Smash	57	19-24	30	Yes
Aerial Attack	28	8-20	30	No
Aerial Up Attack	48	14-16	30	No
Aerial Smash Attack	26	19-26	30	No
Dash Attack	53	8-13	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	24-33	20	No
Edge Hang Attack	66	36-39	20	No
Grab Animation	76	10-13	–	No
Throw	111	–	–	–
Up Throw	71	–	–	–
Wall Throw	171	–	–	–

Donatello Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	41	13-16	10	No
Weak Attack, Weak Attack	41	13-16	10	Yes
Weak Attack, Weak Attack, Weak Attack	99	19-24	30	Yes
Strong Attack	86	33-43	30	Yes
Weak Attack, Strong Attack	101	22-27	30	Yes
Weak Attack, Weak Attack, Strong Attack	100	19-27	30	Yes
Weak Diagonal Tilt	61	12-14, 28-30	30, 30	No
Weak Up Tilt	46	20-26	30	Yes
Weak Diagonal Up Tilt	46	9-14	30	No
Weak Side Smash	46	27-30	30	No
Weak Up Smash	65	38-41	30	Yes
Weak Down Smash	61	14-17, 25-27, 34-37	30, 30, 30	No



Donatello Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Strong Side Tilt	75	20-25	30	Yes
Strong Up Tilt	73	19-24, 40-44	30, 30	Yes
Strong Diagonal Up Tilt	96	17-19, 55-57	30, 30	No
Strong Side Smash	121	23-26, 33-36, 49-79	30, 30, 30	No
Strong Up Smash	96	17-18, 18-61	30, 30	No
Strong Down Smash	51	22-28	30	Yes
Aerial Attack	26	5-8, 8-10	20, 10	No
Aerial Up Attack	46	10-26	30	No
Aerial Smash Attack	26	21-26	30	No
Dash Attack	54	10-29	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	49	3-14	20	No
Edge Hang Attack	72	30-40	20	No
Grab Animation	81	10-13	–	No
Throw	119	–	–	–
Up Throw	76	–	–	–
Wall Throw	99	–	–	–

Foot Ninja Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	51	13-15	10	No
Weak Attack, Weak Attack	54	12-15	10	Yes
Weak Attack, Weak Attack, Weak Attack	61	12-15	30	Yes
Strong Attack	47	12-17	30	Yes
Weak Attack, Strong Attack	45	8-10	30	Yes
Weak Attack, Weak Attack, Strong Attack	61	21-23	30	No
Weak Diagonal Tilt	36	7-9	30	No
Weak Up Tilt	46	8-13	30	No
Weak Diagonal Up Tilt	56	11-27	30	No
Weak Side Smash	46	8-22	30	Yes

Foot Ninja Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Up Smash	46	12-16	30	Yes
Weak Down Smash	51	8-10, 16-18	30, 30	Yes
Strong Side Tilt	51	10-13, 16-19	20, 25	No
Strong Up Tilt	71	12-14, 26-29	15, 20	No
Strong Diagonal Up Tilt	71	26-28	30	Yes
Strong Side Smash	61	10-12, 24-27	20, 20	No
Strong Up Smash	69	12-24, 41-45	10, 20	Yes
Strong Down Smash	56	19-23	30	Yes
Aerial Attack	41	11-13	30	No
Aerial Up Attack	36	14-16	30	No
Aerial Smash Attack	26	10-26	30	No
Dash Attack	50	7-10	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	66	10-13, 17-19	20, 20	No
Edge Hang Attack	81	39-42	20	No
Grab Animation	71	10-13	–	No
Throw	82	–	–	–
Up Throw	81	–	–	–
Wall Throw	136	–	–	–

Fugitoid Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	47	12-15	10	No
Weak Attack, Weak Attack	53	25-28	10	Yes
Weak Attack, Weak Attack, Weak Attack	106	26-73, 77-80	5, 5	Yes
Strong Attack	101	40-61, 64-67	6,6	Yes
Weak Attack, Strong Attack	106	30-68, 70-73	10, 10	Yes
Weak Attack, Weak Attack, Strong Attack	51	35-50	30	No
Weak Diagonal Tilt	141	32-71, 82-85	10, 10	Yes
Weak Up Tilt	88	29-33	30	Yes



Foot Ninja Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Diagonal Up Tilt	86	29-33	30	No
Weak Side Smash	91	40-54	30	No
Weak Up Smash	110	36-45	30	No
Weak Down Smash	76	27-51	30	Yes
Strong Side Tilt	81	25-47	30	No
Strong Up Tilt	86	6-13, 14-17	10, 20	No
Strong Diagonal Up Tilt	101	26-29, 43-46	15, 20	No
Strong Side Smash	111	70-80	30	No
Strong Up Smash	77	19-30	30	No
Strong Down Smash	51	22-26	30	Yes
Aerial Attack	31	13-20	30	No
Aerial Up Attack	46	10-25	30	No
Aerial Smash Attack	26	19-26	30	No
Dash Attack	61	9-28	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	4-27	20	No
Edge Hang Attack	61	27-34	20	No
Grab Animation	71	10-13	–	No
Throw	91	–	–	–
Up Throw	61	–	–	–
Wall Throw	126	–	–	–

Karai Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	31	3-6	10	No
Weak Attack, Weak Attack	41	11-14	10	Yes
Weak Attack, Weak Attack, Weak Attack	56	15-18	30	Yes
Strong Attack	35	11-14	30	Yes
Weak Attack, Strong Attack	44	13-16	30	Yes
Weak Attack, Weak Attack, Strong Attack	71	21-24	30	No

Karai Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Diagonal Tilt	51	23-26	30	Yes
Weak Up Tilt	71	20-23	30	Yes
Weak Diagonal Up Tilt	66	9-12, 24-27	15, 20	Yes
Weak Side Smash	63	19-31	30	Yes
Weak Up Smash	47	17-20	30	Yes
Weak Down Smash	71	15-18, 30-33	30, 30	Yes
Strong Side Tilt	66	12-22	30	No
Strong Up Tilt	71	10-20, 38-45	15, 20	Yes
Strong Diagonal Up Tilt	71	8-12, 18-21	20, 15	No
Strong Side Smash	61	17-20, 29-32	15, 15	No
Strong Up Smash	81	12-18, 32-34	30, 30	No
Strong Down Smash	61	21-30	30	Yes
Aerial Attack	26	5-11	30	No
Aerial Up Attack	46	11-26	30	No
Aerial Smash Attack	26	21-26	30	No
Dash Attack	46	11-18	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	13-19, 28-34	20, 20	No
Edge Hang Attack	91	46-49	20	No
Grab Animation	66	10-13	–	No
Throw	114	–	–	–
Up Throw	81	–	–	–
Wall Throw	131	–	–	–

Leonardo Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	23	4-8	10	No
Weak Attack, Weak Attack	33	7-12	10	Yes
Weak Attack, Weak Attack, Weak Attack	66	13-16	30	No
Strong Attack	46	10-14, 24-31	30, 30	Yes
Weak Attack, Strong Attack	50	17-22	30	Yes



Leonardo Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack, Weak Attack, Strong Attack	61	19-22	30	No
Weak Diagonal Tilt	49	15-18	30	Yes
Weak Up Tilt	36	10-15	30	Yes
Weak Diagonal Up Tilt	66	13-24	30	Yes
Weak Side Smash	46	10-14	30	Yes
Weak Up Smash	56	28-33, 30-33	30, 30	Yes
Weak Down Smash	76	15-44	10	Yes
Strong Side Tilt	66	15-17, 34-36	30	Yes
Strong Up Tilt	46	9-13, 21-25	30, 30	Yes
Strong Diagonal Up Tilt	61	8-17	30	No
Strong Side Smash	86	22-56	30	No
Strong Up Smash	86	20-21, 22-56	30, 30	No
Strong Down Smash	56	21-24	30	Yes
Aerial Attack	26	5-8	30	No
Aerial Up Attack	46	9-13	30	No
Aerial Smash Attack	26	18-26	30	No
Dash Attack	41	6-18	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	1 until last frame	–	No
Rising Attack	61	3-5	20	No
Edge Hang Attack	76	41-44	20	No
Grab Animation	71	10-13	–	No
Throw	59	–	–	–
Up Throw	81	–	–	–
Wall Throw	76	–	–	–

Michelangelo Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	39	3-8	10	No
Weak Attack, Weak Attack	46	9-13	10	Yes
Weak Attack, Weak Attack, Weak Attack	41	10-13	30	No
Strong Attack	46	10-13	30	No
Weak Attack, Strong Attack	46	10-13	30	No
Weak Attack, Weak Attack, Strong Attack	49	15-20	30	Yes
Weak Diagonal Tilt	61	18-21, 28-31	10, 20	Yes
Weak Up Tilt	46	9-11,11-14	15,15	No
Weak Diagonal Up Tilt	61	6-8, 8-10	15, 15	Yes
Weak Side Smash	81	25-55	15	Yes
Weak Up Smash	71	35-37, 37-39	15, 15	No
Weak Down Smash	86	16-47	30	No
Strong Side Tilt	61	12-16	30	No
Strong Up Tilt	51	9-12, 21-26	15, 15	Yes
Strong Diagonal Up Tilt	71	35-41	30	No
Strong Side Smash	81	–	15	No
Strong Up Smash	61	13-16, 16-40	15, 15	No
Strong Down Smash	61	17-19, 19-21, 21-23, 23-25	15, 15, 15, 15	Yes
Aerial Attack	26	4-9	30	No
Aerial Up Attack	96	1-96	30	No
Aerial Smash Attack	26	21-26	30	No
Dash Attack	40	6-14	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	11-21	20	No
Edge Hang Attack	76	39-42	5	No
Grab Animation	66	10-13	–	No
Throw	161	–	–	–
Up Throw	91	–	–	–
Wall Throw	81	–	–	–

Nightwatcher Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	51	8-11	10	No
Weak Attack, Weak Attack	56	13-16	10	Yes
Weak Attack, Weak Attack, Weak Attack	71	19-23	30	Yes
Strong Attack	61	16-18	30	Yes
Weak Attack, Strong Attack	61	19-22	30	Yes
Weak Attack, Weak Attack, Strong Attack	76	24-27	30	No
Weak Diagonal Tilt	61	18-20, 23-29	15, 15	Yes
Weak Up Tilt	61	18-20	30	No
Weak Diagonal Up Tilt	61	15-18	30	No
Weak Side Smash	76	31-38	30	Yes
Weak Up Smash	66	20-31	30	Yes
Weak Down Smash	61	20-23	15	Yes
Strong Side Tilt	56	18-20	30	No
Strong Up Tilt	51	16-18	30	Yes
Strong Diagonal Up Tilt	71	18-31	30	Yes
Strong Side Smash	86	20-30	30	Yes
Strong Up Smash	86	18-28	30	No
Strong Down Smash	61	25-41	20	Yes
Aerial Attack	36	6-18	30	No
Aerial Up Attack	46	11-16	30	No
Aerial Smash Attack	26	20-26	30	No
Dash Attack	51	8-17	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	71	18-22, 29-33	20, 20	No
Edge Hang Attack	81	31-54	20	No
Grab Animation	76	10-13	–	No
Throw	181	–	–	–
Up Throw	116	–	–	–
Wall Throw	154	–	–	–

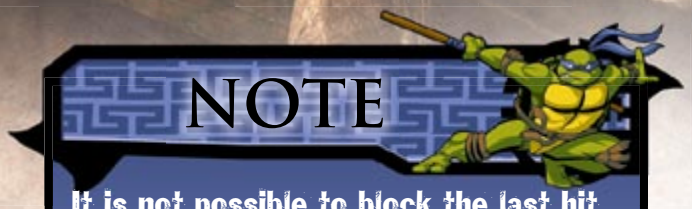
Ninja Rabbid Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	23	5-8	10	No
Weak Attack, Weak Attack	33	7-12	10	Yes
Weak Attack, Weak Attack, Weak Attack	61	18-22	30	No
Strong Attack	51	16-25	10	Yes
Weak Attack, Strong Attack	50	18-21	30	Yes
Weak Attack, Weak Attack, Strong Attack	61	16-21	30	No
Weak Diagonal Tilt	112	36-56	30	No
Weak Up Tilt	66	20-51	30	No
Weak Diagonal Up Tilt	66	18-21, 31-34	30, 30	Yes
Weak Side Smash	111	30-33	30	Yes
Weak Up Smash	81	15-19	30	Yes
Weak Down Smash	91	21-51	10	Yes
Strong Side Tilt	51	17-20	30	Yes
Strong Up Tilt	106	19-91, 27-91	15, 15	No
Strong Diagonal Up Tilt	71	35-41	30	No
Strong Side Smash	101	25-76	30	No
Strong Up Smash	116	15-52, 33-52, 53-91	30, 30, 30	No
Strong Down Smash	51	21-28	30	Yes
Aerial Attack	25	3-23	30	No
Aerial Up Attack	60	1-60	30	No
Aerial Smash Attack	26	16-26	30	No
Dash Attack	101	5-27	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	55	6-20	20	No
Edge Hang Attack	81	30-33, 40-43	20, 20	No
Grab Animation	46	10-13	–	No
Throw	221	–	–	–
Up Throw	81	–	–	–
Wall Throw	166	–	–	–



Raphael Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	24	4-6	10	No
Weak Attack, Weak Attack	31	10-12	10	Yes
Weak Attack, Weak Attack, Weak Attack	36	16-22, 19-23, 26-29	5, 5, 5	Yes
Strong Attack	33	12-18	30	Yes
Weak Attack, Strong Attack	51	15-20	30	Yes
Weak Attack, Weak Attack, Strong Attack	61	21-25	30	No
Weak Diagonal Tilt	48	14-17	30	Yes
Weak Up Tilt	46	15-19	30	No
Weak Diagonal Up Tilt	61	12-16	30	No
Weak Side Smash	52	17-20	30	Yes
Weak Up Smash	56	29-35	30	Yes
Weak Down Smash	56	15-18, 30-32	30, 30	Yes
Strong Side Tilt	53	14-20	30	Yes
Strong Up Tilt	52	12-28	30	Yes
Strong Diagonal Up Tilt	66	11-10, 22-29	30, 30	Yes
Strong Side Smash	101	20-26, 26-32, 32-40, 40-48, 48-50	10, 10, 10, 10, 10	Yes
Strong Up Smash	101	13-36, 36-51	10, 30, –	Yes
Strong Down Smash	66	23-29	30	Yes
Aerial Attack	26	4-9	30	No
Aerial Up Attack	46	10-21	30	No
Aerial Smash Attack	26	17-26	30	No
Dash Attack	46	6-18	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	10-12, 18-20	20, 20	No
Edge Hang Attack	76	42-43	20	No
Grab Animation	71	10-13	–	No
Throw	61	–	–	–
Up Throw	111	–	–	–
Wall Throw	111	–	–	–



NOTE

It is not possible to block the last hit of Raphael's Strong Up Smash because it will only hit an aerial opponent, and it is not possible to block while airborne.



Raving Rabbid Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	31	4-7	10	No
Weak Attack, Weak Attack	31	5-8	10	Yes
Weak Attack, Weak Attack, Weak Attack	50	8-11, 14-23, 27-30	5, 5, 5	Yes
Strong Attack	46	11-14	30	No
Weak Attack, Strong Attack	66	20-23	30	No
Weak Attack, Weak Attack, Strong Attack	63	12-30	30	No
Weak Diagonal Tilt	86	31-34	10	No
Weak Up Tilt	71	10-45	30	No
Weak Diagonal Up Tilt	53	19-22	30	No
Weak Side Smash	101	14-40	20	Yes
Weak Up Smash	40	7-10	30	Yes
Weak Down Smash	76	13-53	30	Yes
Strong Side Tilt	76	10-13, 45-48	10, 20	Yes
Strong Up Tilt	171	90-110, 112-115	30, 30	No
Strong Diagonal Up Tilt	165	37-80, 106-109	5, 30	No
Strong Side Smash	66	20-24, 33-38	15, 15	Yes
Strong Up Smash	105	40-49	30	No
Strong Down Smash	76	20-58	30	Yes
Aerial Attack	46	12-23	15	No
Aerial Up Attack	51	7-10	30	No
Aerial Smash Attack	26	14-26	30	No
Dash Attack	92	14-25	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No



Raving Rabbid Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Rising Attack	66	5-27	20	No
Edge Hang Attack	66	43-46	20	No
Grab Animation	46	10-13	–	No
Throw	133	–	–	–
Up Throw	81	–	–	–
Wall Throw	166	–	–	–

Shredder Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	31	8-10	10	No
Weak Attack, Weak Attack	56	13-15	10	No
Weak Attack, Weak Attack, Weak Attack	71	21-31	30	No
Strong Attack	51	15-18	30	Yes
Weak Attack, Strong Attack	51	20-23	30	No
Weak Attack, Weak Attack, Strong Attack	66	23-26	30	No
Weak Diagonal Tilt	56	17-20	30	No
Weak Up Tilt	61	18-21	30	No
Weak Diagonal Up Tilt	81	19-25	30	No
Weak Side Smash	86	24-34	30	No
Weak Up Smash	71	19-25	30	No
Weak Down Smash	68	17-21, 42-46	30, 30	No
Strong Side Tilt	67	19-21	30	No
Strong Up Tilt	87	15-43	30	No
Strong Diagonal Up Tilt	61	18-21	30	No
Strong Side Smash	131	70-73	–	No
Strong Up Smash	126	65-69	–	No
Strong Down Smash	68	19-24	30	Yes
Aerial Attack	37	10-21	30	No
Aerial Up Attack	51	11-14	30	No
Aerial Smash Attack	31	22-31	30	No

Shredder Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Dash Attack	56	9-13	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	46	5-7, 11-13	20, 20	No
Edge Hang Attack	73	52-53	20	No
Grab Animation	76	10-13	–	No
Throw	121	–	–	–
Up Throw	141	–	–	–
Wall Throw	121	–	–	–

Splinter Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	61	7-10	10	No
Weak Attack, Weak Attack	63	10-14	10	Yes
Weak Attack, Weak Attack, Weak Attack	84	27-30	30	No
Strong Attack	51	9-13	30	No
Weak Attack, Strong Attack	63	19-22	30	Yes
Weak Attack, Weak Attack, Strong Attack	64	20-22	30	No
Weak Diagonal Tilt	71	19-22, 30-31	15, 15	No
Weak Up Tilt	56	19-20	30	Yes
Weak Diagonal Up Tilt	61	13-15	30	Yes
Weak Side Smash	101	26-27, 39-41, 58-60	10, 20, 30	No
Weak Up Smash	101	20-26	30	Yes
Weak Down Smash	61	20-22	30	Yes
Strong Side Tilt	76	18-23	30	Yes
Strong Up Tilt	51	–	0	No
Strong Diagonal Up Tilt	81	11-30	30, 30	No
Strong Side Smash	81	20-22, 30-32	30, 30	No
Strong Up Smash	101	58-61	30	Yes
Strong Down Smash	66	19-24	30	Yes

Splinter Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Aerial Attack	26	4-8	30	No
Aerial Up Attack	46	10-19	30	No
Aerial Smash Attack	26	21-26	30	No
Dash Attack	46	7-15	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	18-27	20	No
Edge Hang Attack	81	28-31	20	No
Grab Animation	76	10-13	–	No
Throw	91	–	–	–
Up Throw	81	–	–	–
Wall Throw	141	–	–	–

Splinter Rabbid Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	32	7-10	10	No
Weak Attack, Weak Attack	53	14-17	10	Yes
Weak Attack, Weak Attack, Weak Attack	61	25-31	30	No
Strong Attack	41	5-10	30	No
Weak Attack, Strong Attack	96	11-25, 40-70	30, 30	No
Weak Attack, Weak Attack, Strong Attack	76	26-34	15	No
Weak Diagonal Tilt	51	7-30	30	Yes
Weak Up Tilt	51	7-25	30	Yes
Weak Diagonal Up Tilt	98	13-45	30	Yes
Weak Side Smash	92	34-38	30	Yes
Weak Up Smash	68	17-45	30	No
Weak Down Smash	69	55-58	30	No
Strong Side Tilt	49	11-16	30	No
Strong Up Tilt	85	9-26	30	No
Strong Diagonal Up Tilt	106	12-60	30	No

Splinter Rabbid Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Strong Side Smash	111	26-37, 50-60	30, 30	No
Strong Up Smash	99	26-37, 50-60	30, 30	No
Strong Down Smash	51	11-19	30	Yes
Aerial Attack	26	3-6	30	No
Aerial Up Attack	46	20-30	30	No
Aerial Smash Attack	31	19-31	30	No
Dash Attack	49	9-15	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	41	7-16	20	No
Edge Hang Attack	71	37-42	20	No
Grab Animation	46	10-13	–	No
Throw	241	–	–	–
Up Throw	101	–	–	–
Wall Throw	192	–	–	–

Utrominator Frame Data

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Weak Attack	43	9-14	10	No
Weak Attack, Weak Attack	48	16-18	10	Yes
Weak Attack, Weak Attack, Weak Attack	56	15-20	30	No
Strong Attack	51	15-17	30	No
Weak Attack, Strong Attack	76	25-28	30	No
Weak Attack, Weak Attack, Strong Attack	106	23-44, 53-57	20, 30	Yes
Weak Diagonal Tilt	66	21-24	30	Yes
Weak Up Tilt	96	10-60	30	Yes
Weak Diagonal Up Tilt	56	17-22	30	No
Weak Side Smash	56	25-27	30	No
Weak Up Smash	91	26-29, 36-37	20, 20	Yes
Weak Down Smash	96	11-36	15	Yes

Utrominator Frame Data (continued)

Notation	Total Frames	Active Hit Frames	Guard Damage	Clash Opportunity
Strong Side Tilt	76	11-13, 46-49	20, 30	Yes
Strong Up Tilt	56	19-22	30	Yes
Strong Diagonal Up Tilt	141	30-77	30	No
Strong Side Smash	155	60-115, 116-119	10, 30	No
Strong Up Smash	98	12-51	30	Yes
Strong Down Smash	111	26-60	30	No
Aerial Attack	41	10-15	30	No
Aerial Up Attack	49	11-19	30	No
Aerial Smash Attack	36	23-36	30	No
Dash Attack	66	11-16	30	No
Wall Attack	–	1-60	20	No
Swing-by Attack	–	All frames	–	No
Rising Attack	61	15-27	20	No
Edge Hang Attack	81	44-55	20	No
Grab Animation	81	10-13	–	No
Throw	126	–	–	–
Up Throw	141	–	–	–
Wall Throw	184	–	–	–



Secrets

Characters

Many characters are unlocked by selecting one of the treasure chests on the Trophy Wall accessible after completing Arcade Mode. It is also possible to find shells and other various rewards in the chests. The order of the characters unlocked via the Trophy Wall chests and the chances of unlocking a character instead of receiving a different reward are completely random.

TIP

To unlock the Bonus Games menu, complete Arcade Mode one time. In addition, one of the three bonus games played during Arcade Mode will randomly be unlocked upon completing Arcade Mode.

NOTE

Unlockable content that requires completing a specific number of Vs. Mode matches, the matches can be played in Battle Royal, Tournament, or Swap Out modes.

NOTE

Unlockable content that requires completing Arcade Mode or clearing Survival Mode, both modes can be played on any difficulty setting.

NOTE

Cheat codes must be entered on the Bonus Content screen.

Unlockable Characters

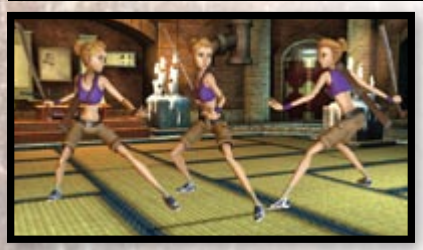
Character	Unlock Method(s)
Foot Ninja	Trophy Wall
Fugitoid	Clear 50 missions in Mission Mode
Karai	Trophy Wall
Nightwatcher	Trophy Wall
Ninja Rabbid	Retail exclusive Cheat Code
Raving Rabbid	Complete 120 Vs. Mode matches
Shredder	Trophy Wall or Retail exclusive Cheat Code
Splinter Rabbid	Complete 90 Vs. Mode matches
Utrominator	Trophy Wall

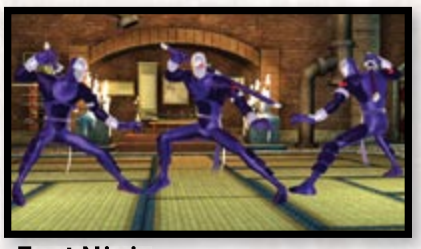


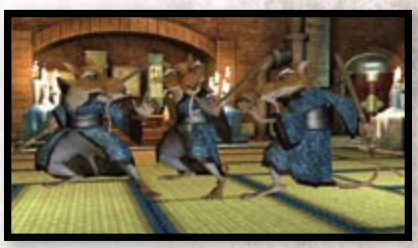
Costumes

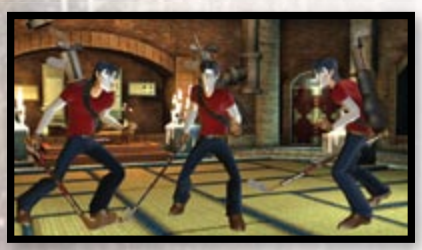
Additional Character Costumes

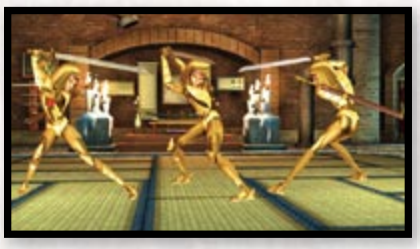
Character	Unlock Method
April O'Neil	Complete Arcade Mode or clear Survival Mode with April
Casey Jones	Complete Arcade Mode or clear Survival Mode with Casey
Foot Ninja	Clear Survival Mode with Foot Ninja
Karai	Clear Survival Mode with Karai
Splinter	Complete Arcade Mode or clear Survival Mode with Splinter


April


Foot Ninja


Splinter


Casey


Karai



Stages

Unlockable Stages

Stage	Unlock Method(s)
Enemy Base	Complete 25 Vs. Mode matches or clear 10 missions in Mission Mode
Garbage Dump	Complete 125 Vs. Mode matches
Space Lab	Clear all 51 missions in Mission Mode
Underground	Unlock Ninja Rabbid
Warehouse	Complete 95 Vs. Mode matches
Western Town	Complete 45 Vs. Mode matches or clear 30 missions in Mission Mode

Missions

Unlockable Missions

Missions	Unlock Method
10 available missions	Clear 3 missions in Mission Mode
15 available missions	Clear 6 missions in Mission Mode
20 available missions	Clear 9 missions in Mission Mode
25 available missions	Clear 12 missions in Mission Mode
30 available missions	Clear 15 missions in Mission Mode
35 available missions	Clear 18 missions in Mission Mode
40 available missions	Clear 21 missions in Mission Mode
45 available missions	Clear 24 missions in Mission Mode
50 available missions	Clear 27 missions in Mission Mode
51 available missions	Clear 50 missions in Mission Mode

Songs

Unlockable Stage Songs

Song	Unlock Method
Random Stage Song #1	Complete 10 Vs. Mode matches
Random Stage Song #2	Complete 20 Vs. Mode matches
Random Stage Song #3	Complete 30 Vs. Mode matches
Random Stage Song #4	Complete 40 Vs. Mode matches
Random Stage Song #5	Complete 50 Vs. Mode matches
Random Stage Song #6	Complete 60 Vs. Mode matches
Random Stage Song #7	Complete 70 Vs. Mode matches
Random Stage Song #8	Complete 80 Vs. Mode matches
Random Stage Song #9	Complete 90 Vs. Mode matches
Random Stage Song #10	Complete 100 Vs. Mode matches

Trophy Room Unlockable Content

Trophy Room Unlockables

Item	Unlock Method
Medium-Size Trophy Creation	Complete 50 Vs. Mode matches
Large-Size Trophy Creation	Complete 150 Vs. Mode matches



Survival Mode

Survival Mode Unlockables

Fight Against	Unlock Method
Fugitoid	Unlock Fugitoid
Ninja Rabbid	Unlock Ninja Rabbid, Raving Rabbid, and Splinter Rabbid
Raving Rabbid	Unlock Ninja Rabbid, Raving Rabbid, and Splinter Rabbid
Splinter Rabbid	Unlock Ninja Rabbid, Raving Rabbid, and Splinter Rabbid

NOTE

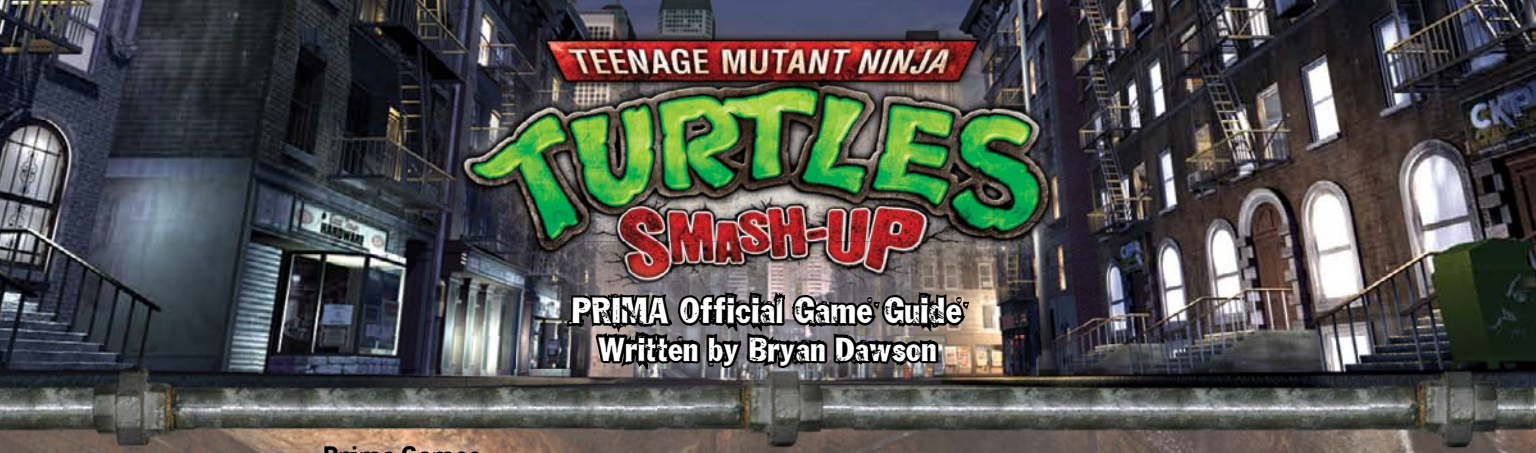
You cannot fight against these characters in Survival Mode until the unlock requirements have been met.



Artwork and Media

Unlockable Content

Content	Unlock Method
Early Concept Art	Clear Survival Mode one time
TMNT: Smash-Up Trailer	Earn 111 shells
Cartoon Trailer	Earn 333 shells
Video Game Concept Art	Earn 555 shells
Comic Book Covers	Earn 777 shells
TMNT 2007 Artwork	Clear Survival Mode with Nightwatcher
Cartoon Concept Art	Complete all figurines in the Trophy Room
4Kids Illustration Art	Complete Arcade Mode with Leonardo, Michelangelo, Raphael, Donatello, Splinter, April, and Casey
Warner Bros. Trailer	Clear Survival Mode with all characters
TMNT IV Concept Art	Clear 40 missions in Mission Mode



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Product Manager: Todd Manning
Associate Product Manager: Sean Scheuble
Copyeditor: Cinamon Vann
Design & Layout: Elise Winter
Manufacturing: Stephanie Sanchez
eProduction: Cody Zimmer

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Bryan Dawson



Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of *Tekken*, *Super Puzzle Fighter II Turbo HD Remix*, or *Final Fantasy XI*.

We want to hear from you! E-mail comments and feedback to bdawson@primagames.com

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